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OCT #13

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★ FINAL FIGHT

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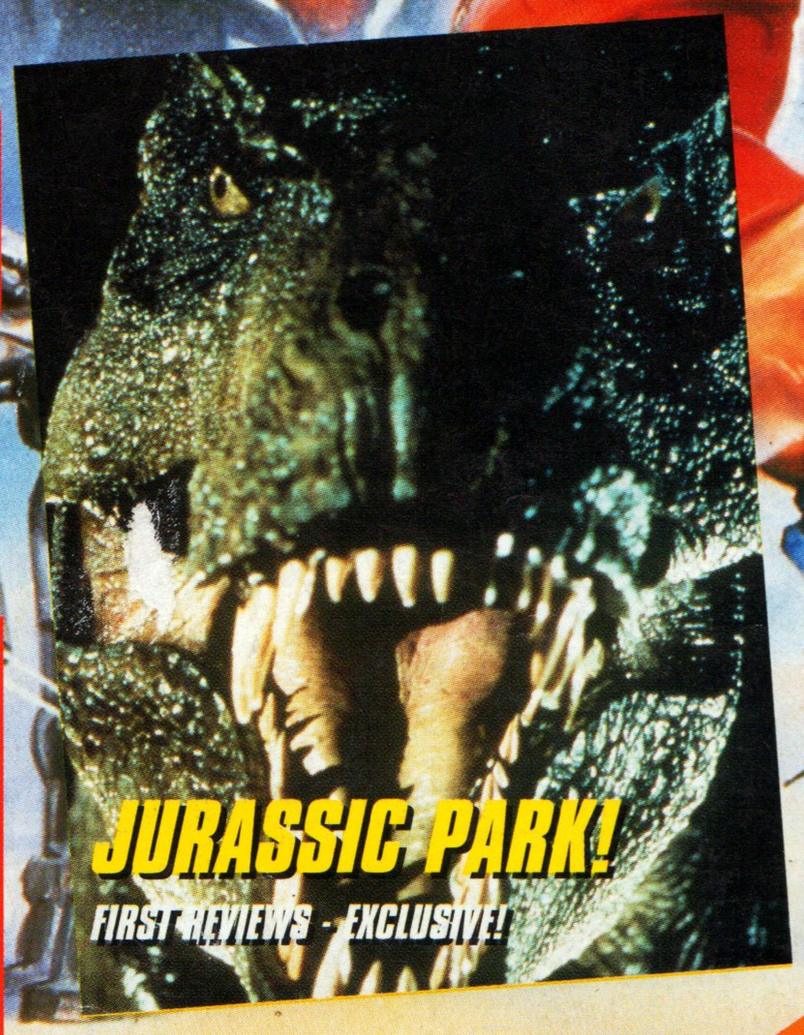

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FOUR-PAGE PREVIEW INSIDE!

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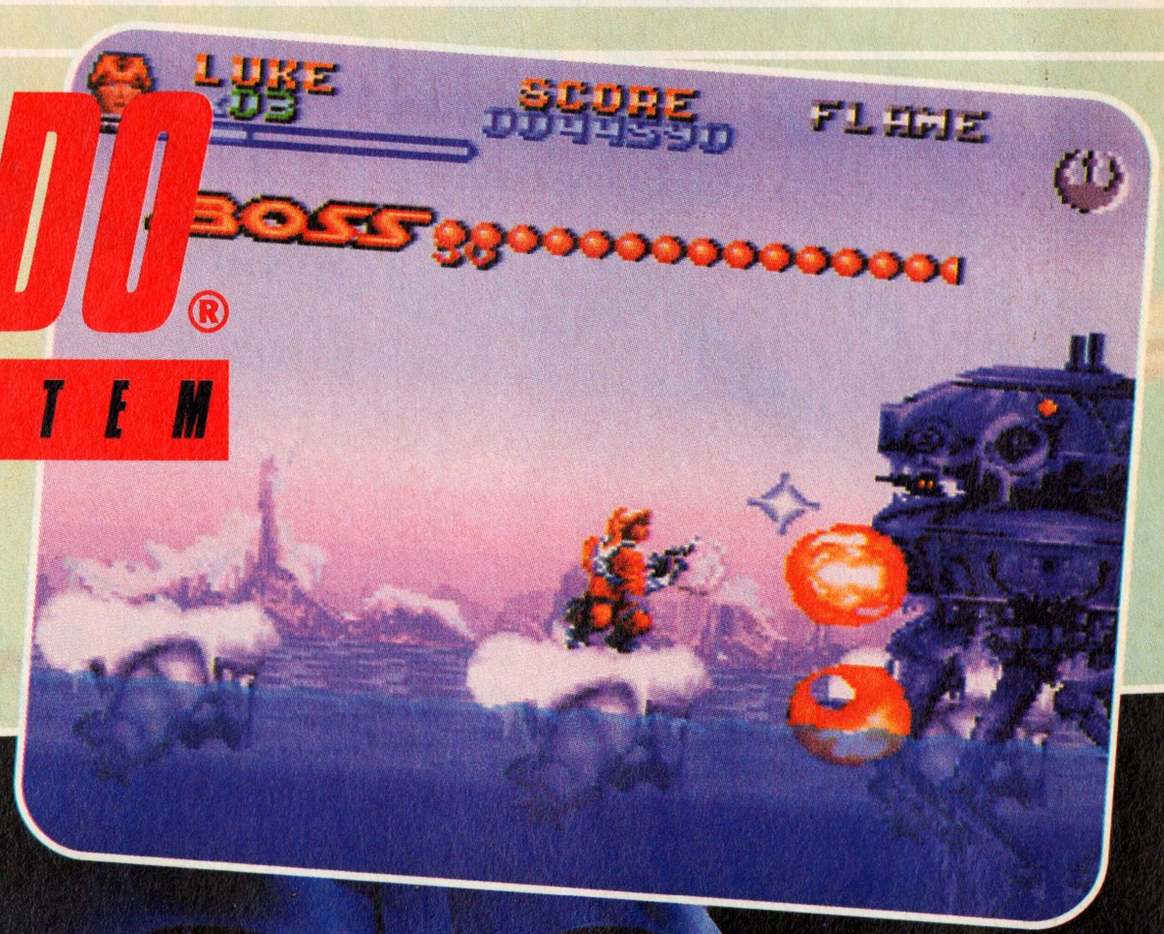
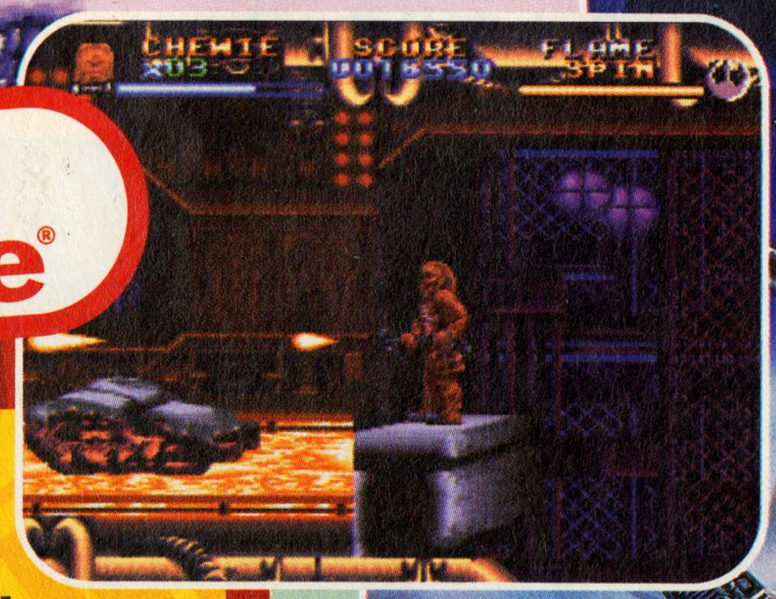
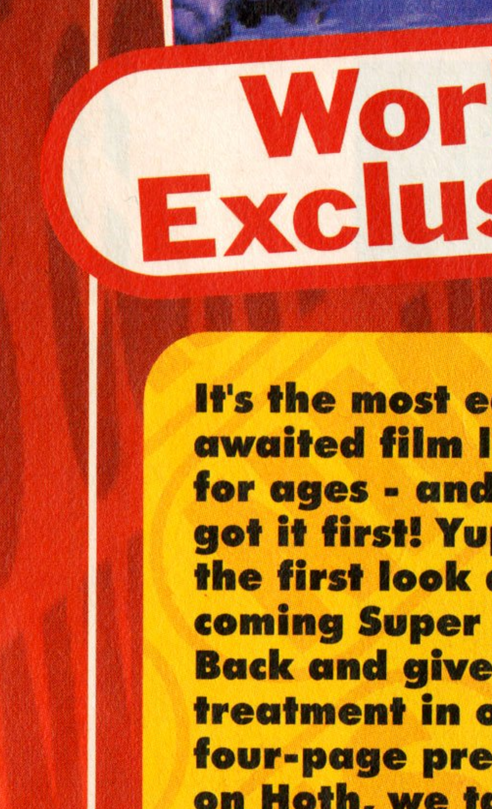




World Exclusive®

It's the most eagerly-awaited film licence for ages - and we've got it first! Yup, we get the first look at JVC's forth-coming Super Empire Strikes Back and give it the full NMS treatment in our Exclusive four-page preview. Starting on Hoth, we take you by the hand and lead you through the game's many stages before introducing you to Vader himself. It's the game everyone wants to know about - so skip to page 22 for the full low-down.



SUPER THE EMPIRE STRIKES BACK

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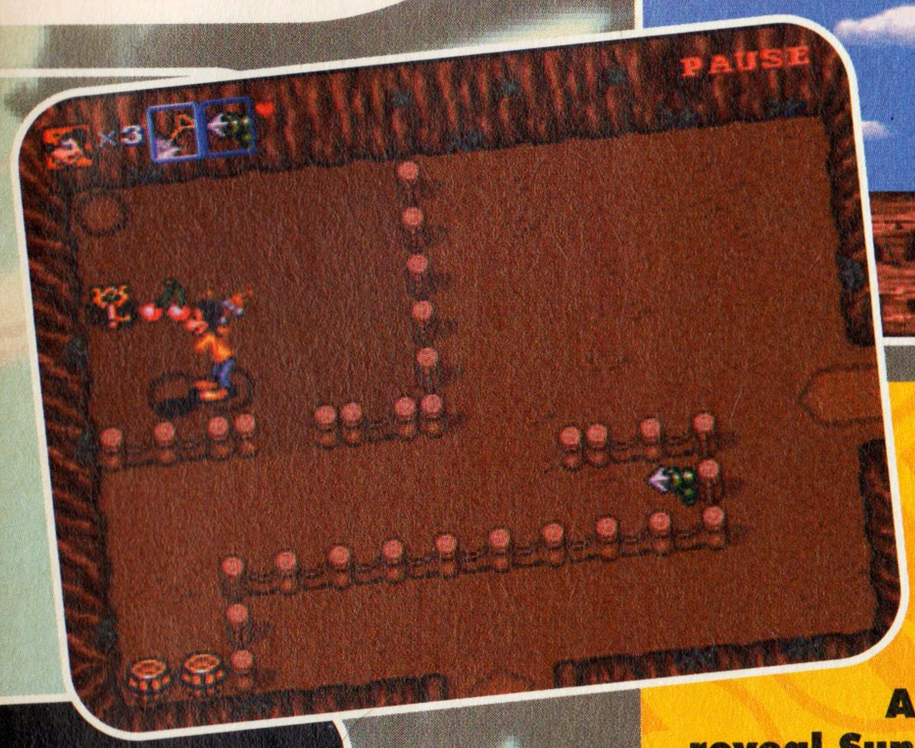
ISSUE 13
OCT 1993



Super NES owners have never had it so good, and this month we not only take a look at Acclaim's forthcoming conversion of T2: The Arcade Game, but we also reveal Sunsoft's Aero The Acrobat and World Heroes. On the review front, System 3's Super Putty finally bounces in, and is ably supported by Interplay's Rock'N'Roll Racing and Claymates, whilst the incredibly bizarre Smashball (which we prefer to call Fishpuck) also kept us busy. Aren't we good to you?

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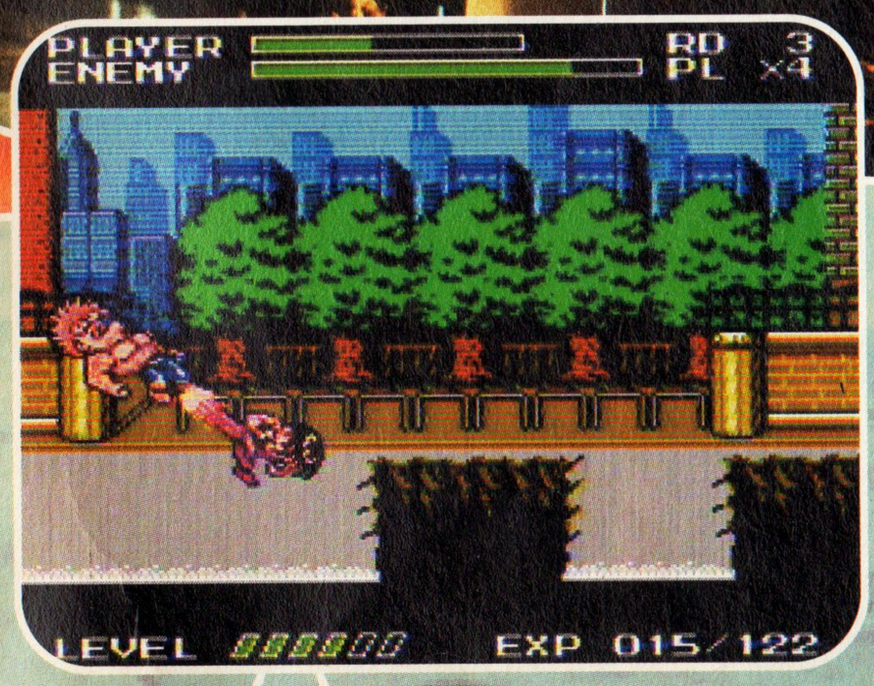

NES fans are also well catered for as go to town on Mighty Final Fight - is it as good as its larger cousin? Also Dinofans get the one they've been waiting for as Jurassic Park opens its 8-bit gates. Did it have us in a state of 'Raptor (groan)?

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COMPETITION RULES
EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer. Otherwise, all of you can enter our fine compos except for Dwayne Minton of West Wormwood, who doesn't really exist. In fact, I don't know why we bother with this Minton charade every month, everyone must have caught on by now. Hoorah for the comedy genius who writes this bit.

FINAL BIT
Listen, can you hear the sounds of grown men crying and sobbing their hearts out? I can, and it's because of me. Yes, it's Steve here - and this is my last issue. I would say it's been fun, but I hate lying...

NINTENDO 6

EDITOR

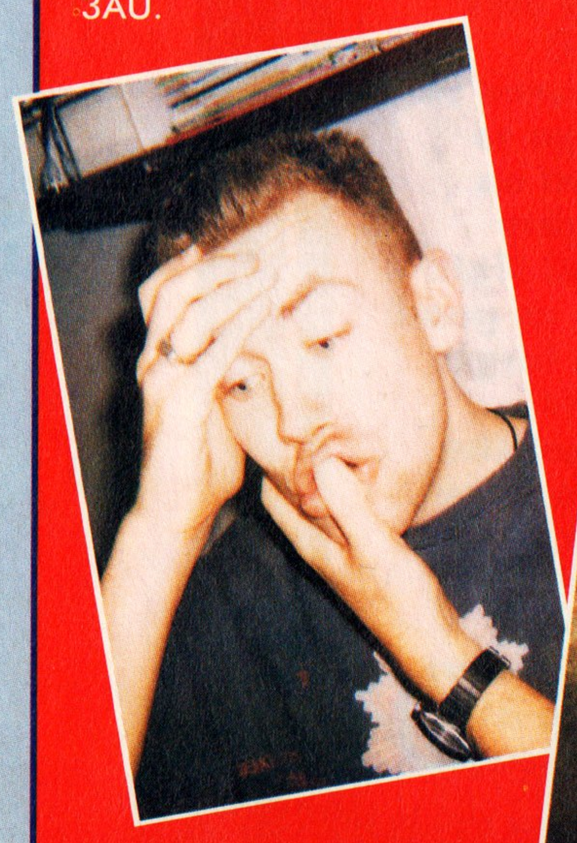
GOODBYEEEE, GOODBYEEEE....

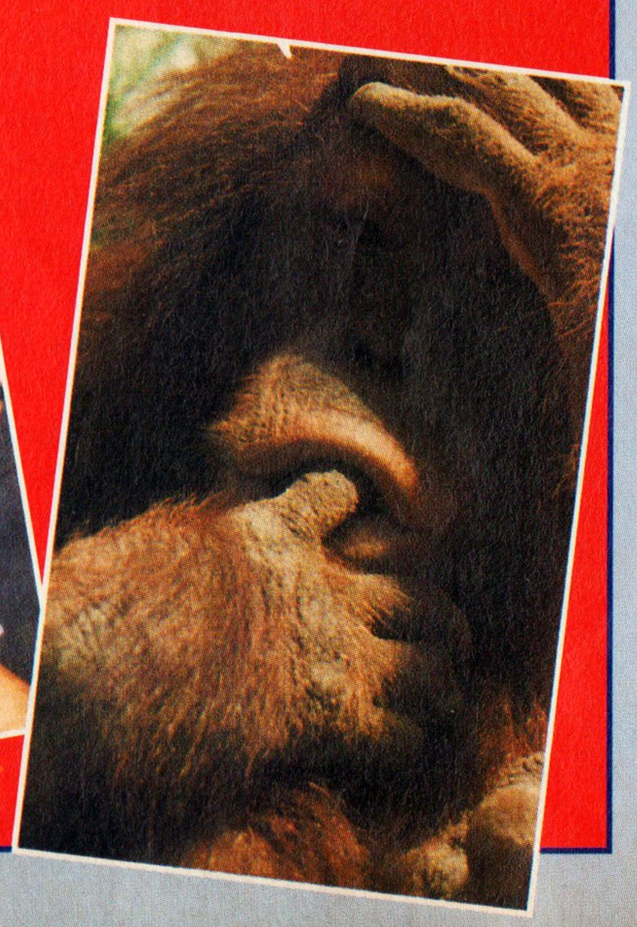
Well, Tim's away this week, so it falls to me to break the sad, sad news to you, our gentle readership. Yes, after a year of hard work (cough), blood, sweat and tears (ahem) and ceaseless, self-denying toil (downright guffaw) our old friend and Dep Ed Steve is finally leaving. At flaming last. Yes, we can't wait to be rid of him, but for all you Steve fans who'll miss the old mucker, he's off to pastures new and the lofty heights of Editorship if that makes this bitterest of pills any easier to swallow. Good luck, old friend. The mag won't be the same without you. It'll be funnier for a start.

RAD

SEPERATED AT BIRTH - THE REVENGE

Well, our seperated at birth feature seems to have been one of the most popular bits of the mag, judging by our massive reader response of NO entries AT ALL. Still, we're sure everyone's just trying to think of some really good lookalike-type things, so we thought we'd give it another go. This of course has nothing to do with us wanting a laugh at someone else's expense. Oh no. We just thought, you know, we'd give the feature another chance. Anyway, this months comparison is between our very own DAVE KELSALL and the jungle's own AN ORANG-UTAN. Yes, surely young Kelsall's ape family were heartbroken when their youngest broke out of the zoo to make his way in the world of men, but one day, our simian-like Dep Art Ed hopes to earn enough money to take his whole clan back out to the wild. The sooner the better if you ask us. If you've got an interesting doppelganger-esque idea, why not send it into us? Go on, someone must have. You can send it to DOESN'T ANDY LOOK LIKE THE ELEPHANT MAN?, NMS, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.





NICE GUY MIKE'S PROBLEM PAGE

Hi there, I'm Mike, you might remember I used to do the tips in MEAN MACHINES actually. Anyway, this is my problem page, and it's where I, like, tell you kids about my problems, yeah? A-ha. Ha. That's actually just my little joke, this is where you, like, angst-ridden teenagers, and pre-teenagers, and post-teenagers, actually, can write to me for, like, confidential advice and stuff, right? Well, the advice isn't confidential, or you'd never see it in the magazine! A-ha! Ha! What I mean is, right, I won't, like, come down heavy and print your name and stuff, yeah? Anyway, if you've a problem, and no-one else can help, if you can find them, maybe you can hire...the A-Team. No, that's not right, I mean, you can write to me at NICE GUY MIKE'S EMBARRASSING PROBLEMS, NMS, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Dear Mike,
I'm writing to you in the sole hope that you will be able to help with my problem. The problem is as follows: My family and myself have a big

OOOPS!

By now, you should have found a rather spiffy poster within the mag. On one side there's the second half of the SF Turbo poster, whilst a rather smart Robocop Vs Terminator poster. And this is where the 'Oops' comes in. Y'see, we forgot to mention that "Nintendo Games available on all systems from Interplay" - but, hey, you all knew that anyway...

IAL

problem to do with mail - there is just too much of it. Every morning a new mountain of envelopes and the like pile through our letter-box. The problem is - it all gets mixed up. You can imagine how long it takes to sort it all out to the correct recipient. So we all agreed that pigeon holes were the answer. Being the eldest of two, I was sent off to London, came home with my shopping...and the problem is: I just can't get my pigeon to dig any holes for our mail, no matter what I do, or coax him with. I ask of you, could you help?
David Ramsden, General Member of the Public.

MIKE: Hey, I think the problem here is two-fold. Firstly, you can't make a pigeon dig holes. In fact, you can't make anyone dig anything. If the pidge doesn't dig holes, maybe he digs cooking, or beatnik poetry. And if you're asking him to get into this holes business for your post, shouldn't you be evaluating whether or not your mail is taking too passive an interest in it's own culture? Try taking them all down to a Cultural Exchange Workshop, where they can be free to explore their inner-most Wild Pigeon (and Wild Envelope) tendencies.

NINTENDO PEOPLE SYSTEM

RIP-OFF TOMFOOLERY

JULIAN "LOAD OF CREPE" RIGNALL

"I bought a lovely pancake whilst I was out in France once, and the man behind the counter handed me a fistful of change which I firmly believed was worth about a fiver," recalls our globe-trotting Managing Ed. "But little did I know that with the ingenuity that won them the war the crafty French blighter had slipped me all his out-of-date, and now illegal, tender. I wasn't 'beret' happy about that, I can tell you!"

CURRENT FAVE GAMES: ZOMBIES

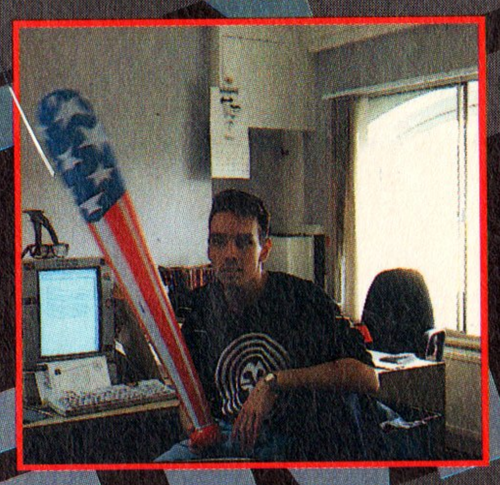
TIM "HO" BOONE

"Ha ha, the kids'll love this rip-off story" japes our jocular man in charge. "I went to buy this kicking rave grunge ragga tape, or it might have been a skateboard, er, dude, and when I got it home it was a dogleg. Bootleg. Yes, that's it. A ha ha."

CURRENT FAVE GAMES:STREETFIGHTER TURBO

STEVE "SISTER BROTHER" MERRETT

"I've never been ripped off myself, being a chirpy Cockney barrow boy" chirps Cockney barrow-boy, streetwise EastEnders stereotype, Steve "but me and my mates had a bit of a racket going when I worked at this software shop once. We had a network of "contacts", these little kids who'd tell us when all the foreign students were coming over to Britain. We'd then let our contacts join our Games Club for some special offers (the game's proper price) - whilst all the tourists had to pay the 'non-club' price which was some two quid dearer! Now, guv'nor, how'd you like to buy half a pahnd of extra sausages?" closes our be-Zooted spiv almost-out-of-here Dep Ed.



CURRENT FAVE GAMES: SUNSET RIDERS, SUPER BAG-PACKER

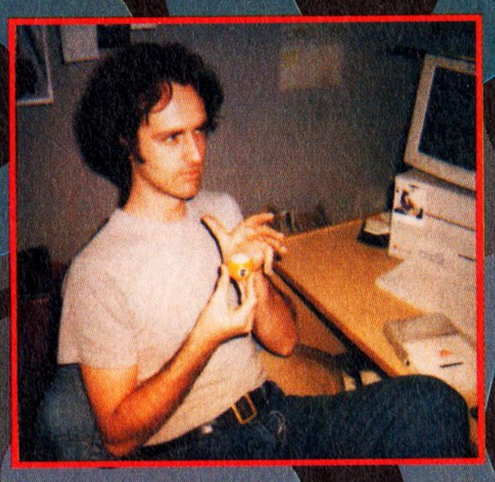
GARY "JOB SATISFACTION" HARROD

"I remember having the wool pulled over my eyes in no uncertain terms a few years ago. I was offered a job on a new, happening consoles mag called MEAN MACHINES, which I took. Lo and behold, this magazine, and its official Nintendo-endorsed spinoff, are now market leaders, and I'm still earning barely enough to keep me in anabolic milkshakes! Ho ho, how I still laugh about that one." weeps our manly design ed.

CURRENT FAVE GAMES: ZELDA (GB), SUPER STREET FIGHTER II

ANDY "MUGGINS" MCVITTIE

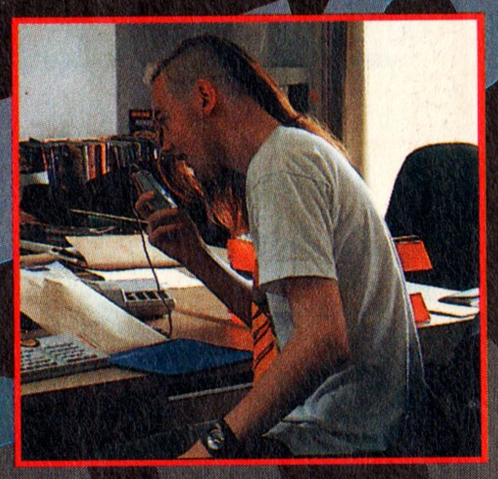
"You know, it's funny thinking about it now," muses our Andy "I thought that Jurassic Park had come out on sell-through video a bit early when I saw Honest Keith flogging "promotional copies" down the market, and five quid was pretty cheap! But it wasn't until I got it home and was able to hear the audience laughing that I realised Keith had in fact simply taken a Cine camera recording of the movie from his local fleapit." Timeshare representatives and lucky heather salespeople are especially welcome round at Andy's gaff.



CURRENT FAVE GAMES: SMASHBALL, MARIO KART, SF TURBO

RADION "SON OF SATAN" AUTOMATIC

"France was also the root of my worst off-ripping situation," recounts the recently ripped Rad. "I was stopping at a mate's apartment whilst the other residents were on holiday, and on our return from a fine and sunny day out we discovered some shifty robbing get had thieved all my money, and someone's computer with all their University coursework on it. Allegedly." No offence is meant to any robbing shifty gets reading this. Unless they did the apartment over.



CURRENT FAVE GAMES: SMASHBALL, ZOMBIES

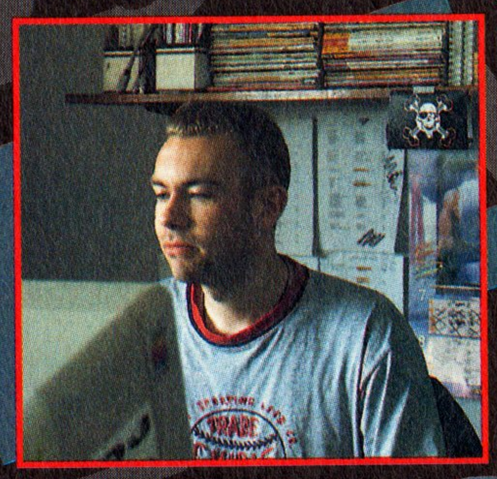
PAUL "LA BAMBA" DAVIES

"I remember when I tried to become a New Man once, right," gesticulates Paul "I had all the gear, the raffiawork jumpers and the lentils and that, when I realised I needed one more essential component - some ethnic World Music. Luckily, my W H Smiths Record Club had one such CD up for grabs, some so-called "exquisite Mexican Marimba music with a panache of xylophone", so I immediately sent off for it. And it was absolutely crap. It waaas. Ask Rad, who I made sit through it for several hours. It waaaaas." growls our Grover-esque pal.

CURRENT FAVE GAMES: ZOMBIES

DAVE "TWO PINTS OF DIESEL" KELSALL

"When it comes to being ripped off, I'm a bit of a gimmicks man myself," masticates connoisseur Dave. "In fact, I've just spent over a hundred pounds on a quite ordinary-looking denim jacket just because it had a little designer label on the lapel. Thinking about it, put anything vaguely "designer" on anything - badges, keyrings, snot-rags, mouse droppings or whatever and I'll quite gladly pay through the nose for them." confesses the immaculately-attired one.



CURRENT FAVE GAMES: SUPER EMPIRE STRIKES BACK

Hey, hi there, it's me again, Mike. Y'know, like, I'd just like to tell you that this is, like, your magazine, you know? So, like, if there's anything you'd like to see printed in the pages, like, feel totally free to send it in. Hey, like, we wouldn't be able to do the magazine if it wasn't for you guys. Well, that isn't, like, strictly true, but hey - don't be afraid to send in any funny pictures or stuff - we're not going to come down heavy on you or anything. Ciao, cats.

GO GOLF

SCORE LOW

OR TIM

AND GET

THERE'S NOTHING LIKE PLAYING A SP

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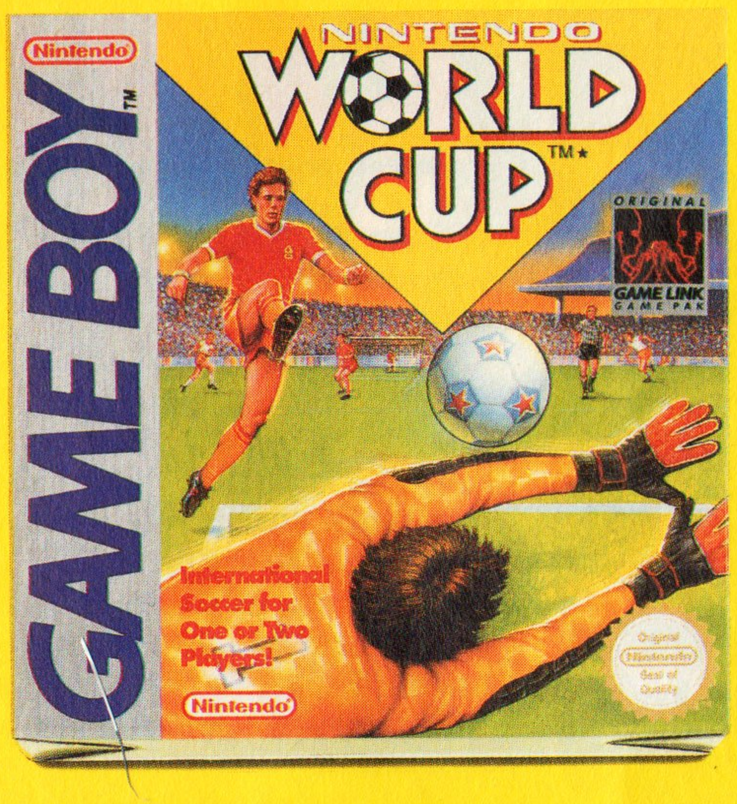
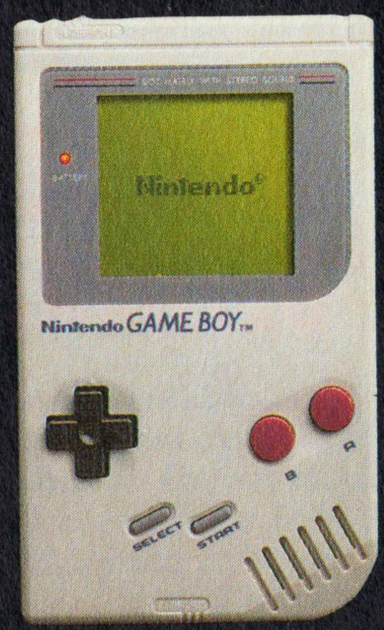


SMASHED

PORTS GAME ON GAME BOY.

CHILD'S PLAY



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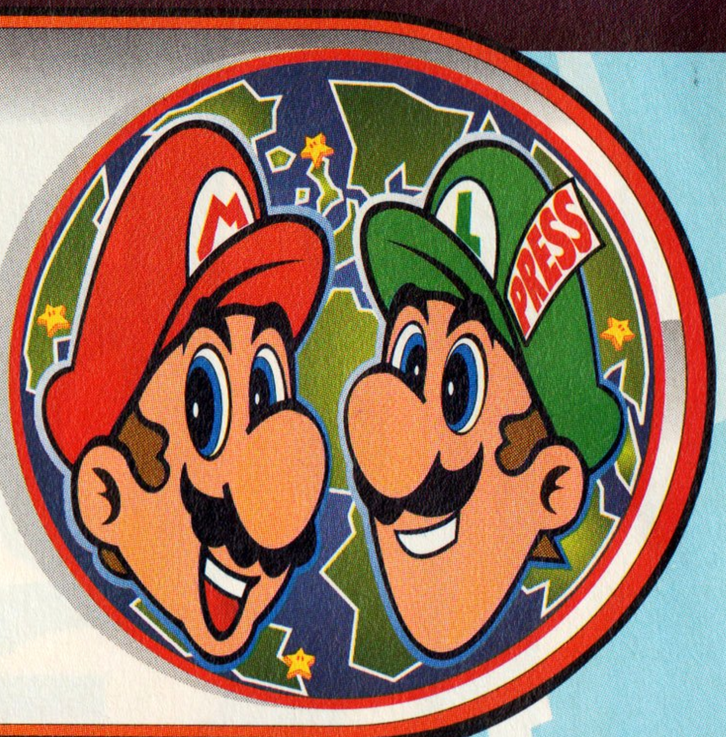


LIVE FROM

HOT! HOT! HOT!

The Famicom Space World Fair is the place to be if you want the hottest info on all the latest Nintendo games and hardware. NMS was the ONLY UK magazine invited to the show, where thousands of Japanese games fanatics flood the hallowed halls for details on all the latest on Nintendo. Here's our completely Exclusive guide to the show's highlights, and next month we'll be revealing every single game you'll be likely to see. On with the show!

NINTENDO REVEALS 64-BIT "ULTIMATE GAME MACHINE"

After months of speculation, Nintendo has revealed details of its next console - a 64-bit monster called The Ultimate Game Machine, capable of producing graphics up to the standards of the computer-generated dinosaurs in Jurassic Park. However, the biggest surprise is that Nintendo reckon that the machine will cost less than £200 when released!

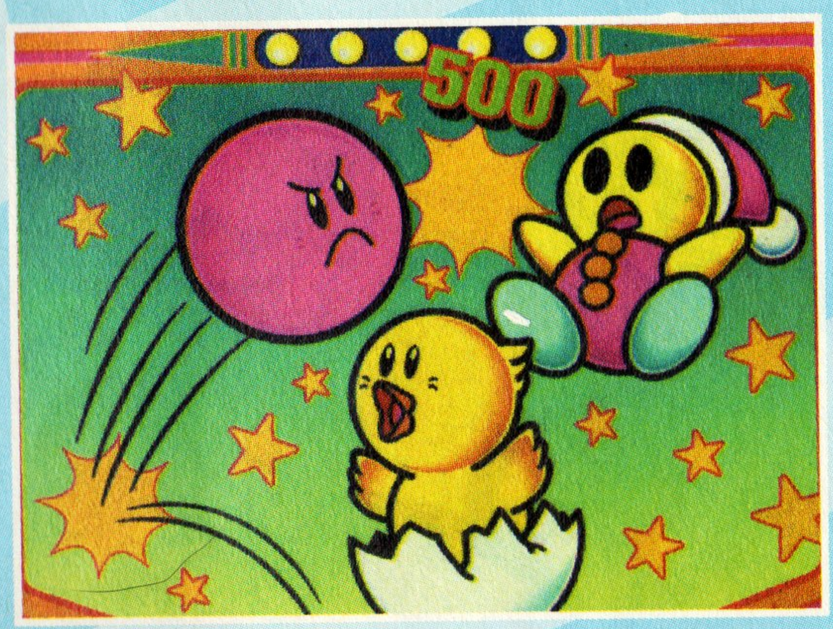
Nintendo claim the console will blow any competition clear out of the water, and although the machine isn't set for release until some time in 1995, already several key developers are working on games for its launch. Nintendo have teamed up with American graphics gurus, Silicon Graphics, to develop the machine and, rather surprisingly, the machine will be cartridge-based as opposed to CD - mainly because of the time accessing the CD would take, we guess - and at the heart of the machine sits the latest 64-bit MIPS Risc processor. The machine, it is claimed, will generate 24-bit color images in real-time 3-D. Basically, if you thought the difference between the NES and Super NES was great, multiply that by ten and you'll see why everyone in Tokyo is getting so excited.

Full technical details of the UGM remains a guarded secret, but Nintendo say it will make CD a thing of the past. They already envisage their system bringing computer games and movies even closer together, and are also hoping to add ports so that data can be downloaded in some manner to hook up to other machines, although this is only speculation at the moment. It's also worth noting that Nintendo don't see this as a 'Next Generation Machine' as they consider that there won't be nothing to touch the UGM for years to come!

The first machines will be made available to developers in 1994, but it could be up to two years before we see the machines here. Expect more details here first!

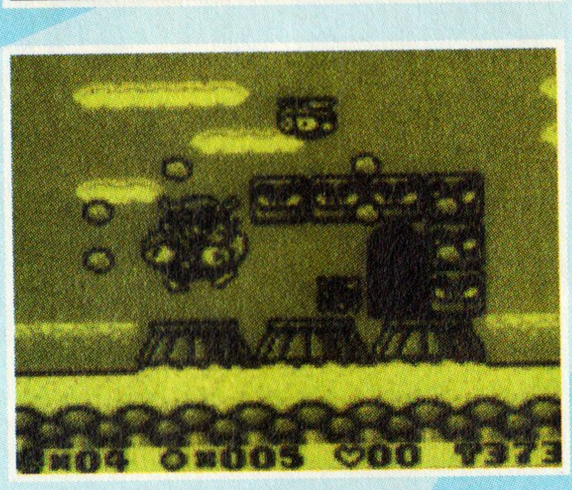
SPEC

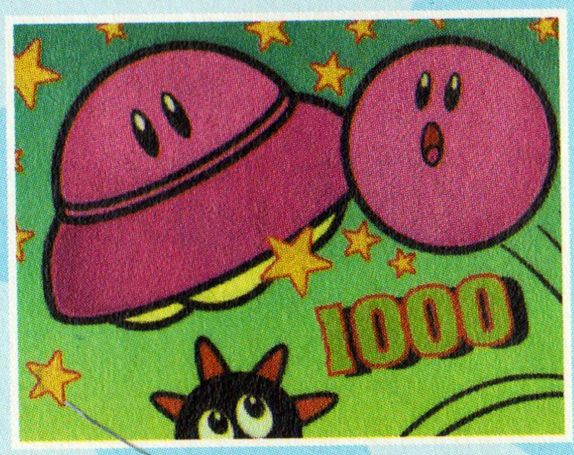
NAME: ULTIMATE GAME MACHINE
PROCESSOR: 64-BIT RISC
MANUFACTURER: NINTENDO
FORMAT: CARTRIDGE
ON-BOARD MEMORY: UNKNOWN
COLOURS: UNKNOWN
SOUND SPECS: UNKNOWN
MORE DETAILS: SOON



TOKYO

Kirby's Pinball and Super Wario Land were both on show on Game Boy, and both are absolutely brilliant. Wario Land features some of the biggest sprites yet seen on Game Boy, with all the playability of the Mario series. Finally, Tetris fans should be cock-a-hoop to learn that Versus Tetris is set to hit a Super NES near you in the not-too-distant future. Specifically written for two-player fun, this new variant features special characters and balls which mess up lines. We'll have full Previews of all these goodies soon!





NINTENDO

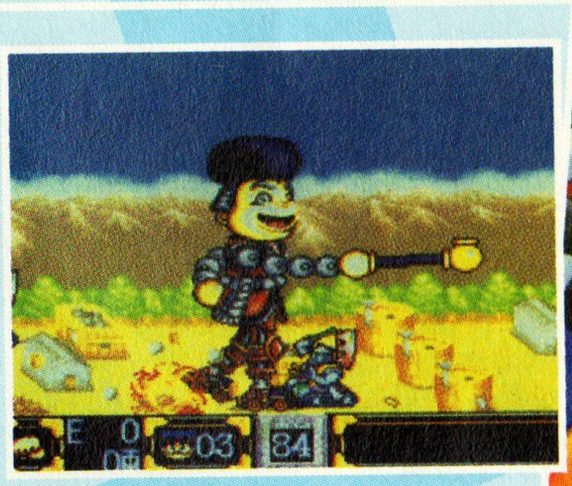
Surprisingly, there were no FX games were on display. Although there are currently three more FX2 games under development, even FX Trax was nowhere to be seen. The Nintendo product receiving the most attention was The Sound Factory - one of the weirdest games you're ever likely to see. Starring a pogo stick-type hero, the idea is to compose a tune by leaping across Q*Bert-style isometric blocks. Having done so, the computer then rates your tune and points are awarded in relation to how good it sounds - but if you hit a bum note, then it's 'Game Over.' At least, we think that's what it's about. More news as soon as anyone can work it out!

▲ Horrifying isn't it? How can I be asked to caption this when there's a piccy of Kirby to my left. If I can just rotate the arrow. NNGGNNH!!!

KONAMI

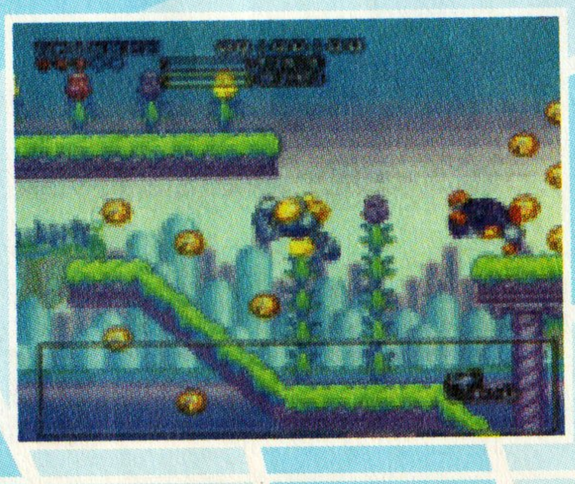
The biggest hit of the show simply has to be Goeman Warrior 2, the follow-up to the incredibly-successful Mystical Ninja. Goeman 2 is an extremely slick game, with less emphasis on running around and hitting people over the head. Instead, Goeman spends more time wandering a horizontally-scrolling environment meeting bad meanies with dodgy haircuts - and there's even a two-player mode where a bald-headed sidekick joins in the fun! One particular section warrants extra attention, where Goeman enters a rollercoasting fish mobile and has to bash his enemies out of the way!

Also on show was Teenage Mutant Warriors - the Turtles SF clone - a Super NES version of Lethal Enforcers, and Tiny Toons 2 on the Game Boy. Oh, and a Mah Jong game, but we won't mention that!



▲ My! How you've grown!

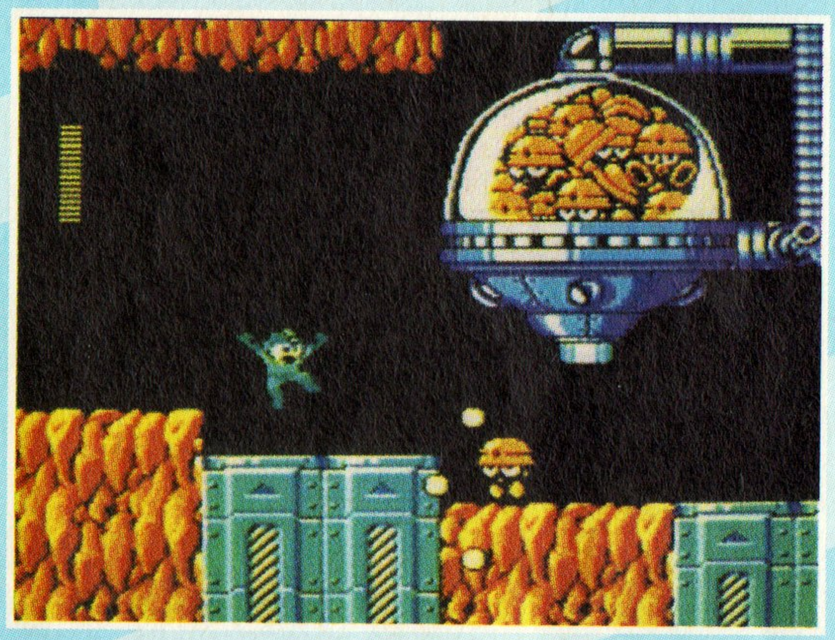
▼ Paul is currently in a state of near-collapse in anticipation of this top-looking game. Does look rather smart though!



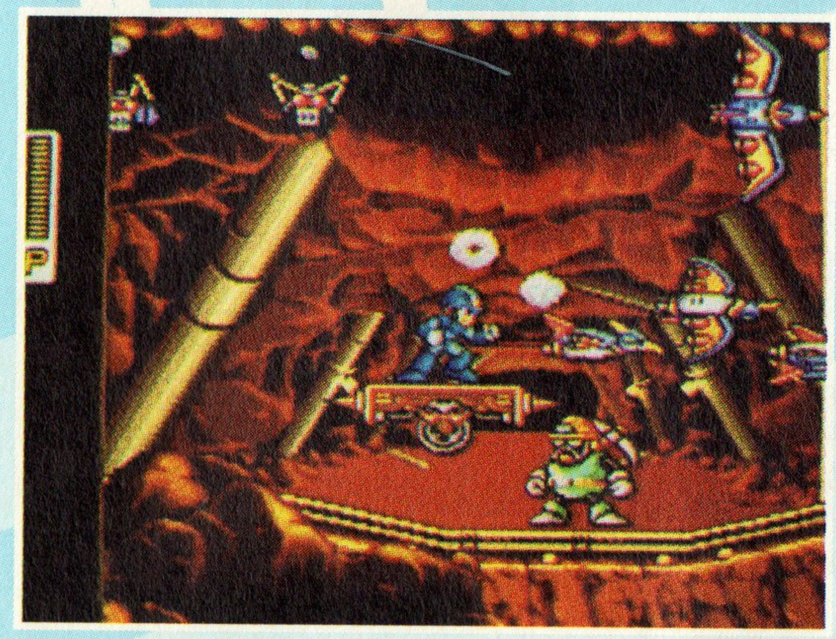
CAPCOM

It was Megaman fever on the Capcom stand, with Super NES Megaman X wowing the crowds, and Megaman VI and IV announced for the NES and Game Boy respectively. The weirdest idea, though, is Megaman Soccer - which allows the player to select any of the Megaman characters (Dr Wily, etc) and put them in the team of your choice! The game itself is quite a laugh, although Megaman himself was by far the best player! We'll have more on this as soon as possible.

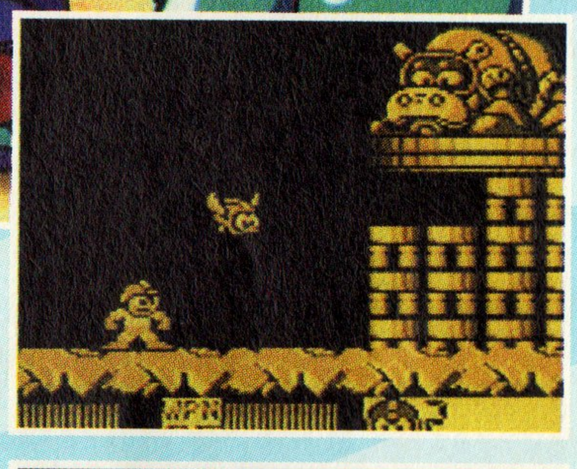
The biggest crowd-pleaser, though, was Aladdin - and this really does have to be seen to be believed. It featured Disney-style animation and stunning platform stages, and we'll have the Exclusive Preview reet soon. Finally, other Capcom treats were NES Rescue Rangers 2 and Duck Tales 2 on the Game Boy. Good, eh?



▲ It's a small crap-baddie dispenser!!



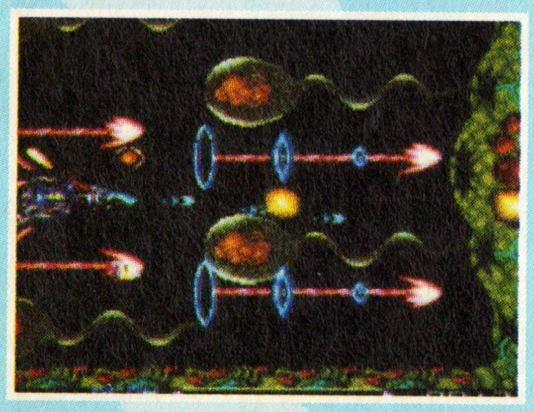
▲ Hmm. If I didn't know better I'd say this was a mine cart level.



▲ It's all starting to look horribly familiar.

IREM

The creators of R-Type had the third game in the series on display, and it looks very nice indeed. Mode 7 effects, massive sprites and loads of weapons add to the blasting action - making this look a winner. A full review will follow as soon as we get the cart from Irem. The other Irem title on display was Undercover Cops, and we'll have more on all these very soon...



TOSHIBA

From a company normally associated with tellies and the like, Toshiba were showing Battle Master, a 16-MEG beat 'em up and a possible rival to SF2. It features nine characters and backdrops, and loads of special moves. Not content with cloning SF, Toshiba also had a Final Fight double on show - Sword Masters. Actually Masters is a cross between Strider and Final Fight, but we'll reserve judgment until we see more.

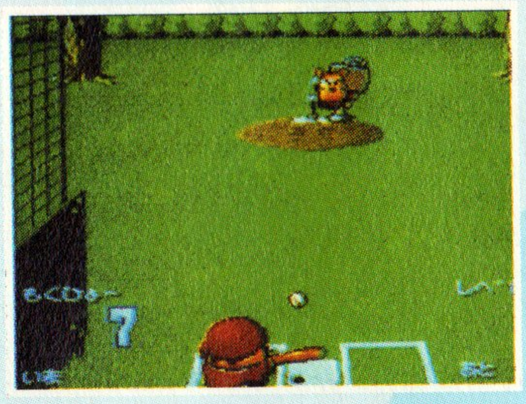
IMAGINEER

▲ One of these characters is Dolucky the Cat. Can you guess which one?

Ever heard of Dolucky the Cat? No, you will soon. Dolucky is Coke's new sponsored character, and he stars in Imagineer's new Super NES sport sim, Dolucky's Field Baseball. Basically, Dolucky is a stuffed toy who, when he's not drinking Coke, gets together with his stuffed toy mates for a game of Baseball - following this, they then enter a tournament against the the stuffed toys in the world. It has to be said that this could be the best Baseball game yet, and Dolucky and his pals' many special hits and powers ensure this doesn't get tedious as with most of its kind. The Imagineer stand was jam-packed with so many kids eager to play this game that a special queue system had to be set up. Full Preview next month!

Imagineer were also showing Wolfenstein a conversion of PC game. It's a 3D blaster in which the player controls a garrison of German soldiers who must blast their way out of a series of scrapes. It's a rather smart-looking game, and ferociously fast without using any accelerator chips. This looks to be one of the best blasters for the Super NES, and we'll have a fistful of details soon.

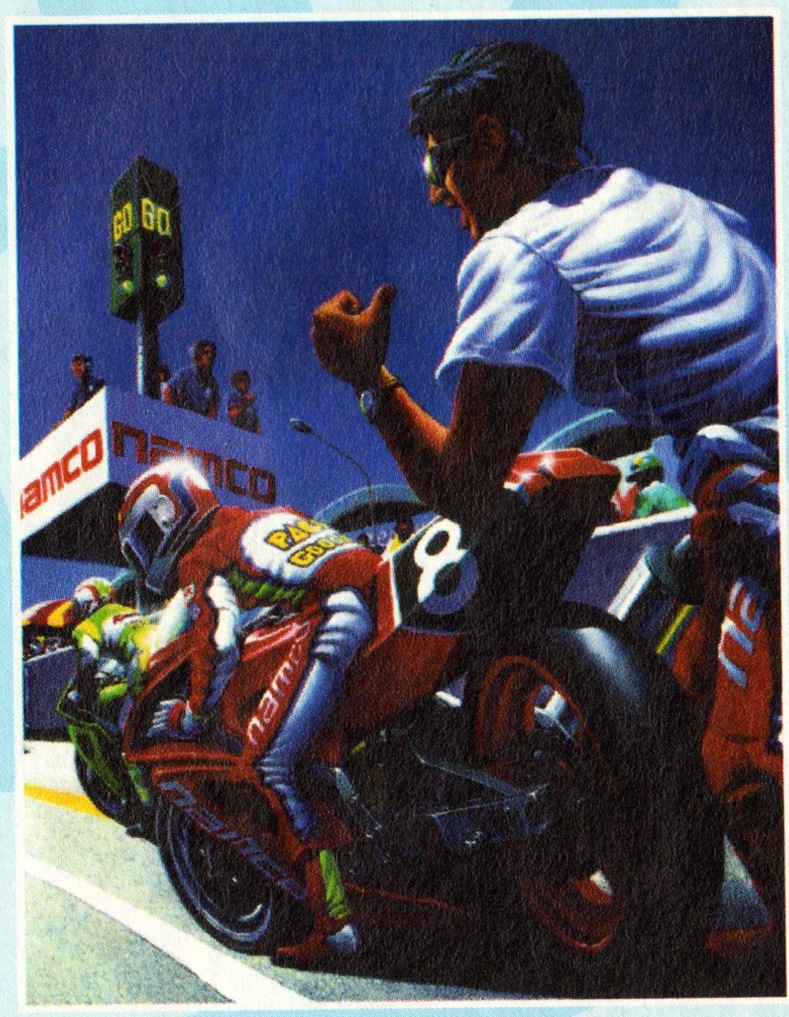
Finally, International Rugby 2 was also on show, which has been tweaked and improved over the flawed original to deliver a rather fine simulation of the sport and pretty topper game. Shame it's about rugby, though!



▲ We'd better leave this one uncaptioned.

NAMCO

Highlight of the Namco stand was Suzuki 8 Hours, a conversion of the coin-op of the same name. There was also a rather smart unnamed variant on the beat 'em up theme, which used Lemmings-style icons to control the on-screen battles. There's no real feeling of involvement in the action, though, so we'll have to reserve judgement for the Review. Namco also unveiled their version of the Barcode Battler - the Barcode Boy - and showed off two games to go with the machine. Whether Barcoding will have the same impact in the UK as in Japan remains t be seen. We'll keep you informed.



TAKARA

Takara's biggie was fatal Fury 2, and they were running an on-stand competition which loads of Japanese kids flocked to join. The graphics seem a little ropey, but there are eight characters and four bosses and it certainly plays very well. Again, we hope to have more on this very soon indeed.

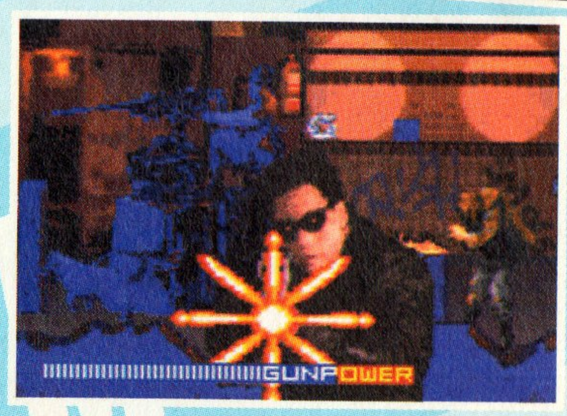
NEXT MONTH!

Full details on every single game at the Nintendo show. We'll have the Full Monty on everything big, and even some stuff on those infamous Japanese RPGs everybody within the realm of the Rising Sun goes so bonkers about. All this and more, right here in one full Lunar Cycle or 28 and a bit days - whichever is sooner. Can you wait that long? Tough luck - you'll have to!

TERMINATOR 2 JUDGMENT DAY

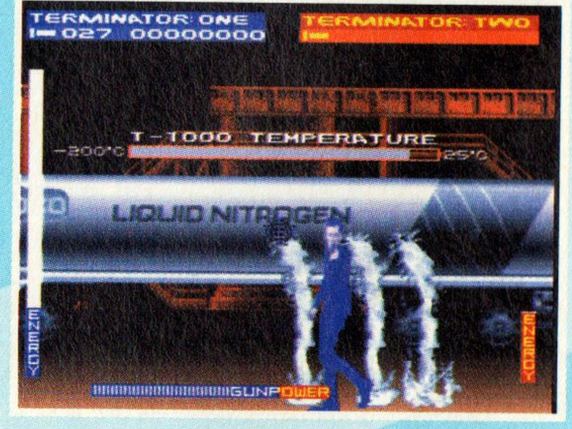
The battle for the future is about to begin - and, surprisingly, the Super Scope is a major player in the war against the machines. In what must be the most eagerly-awaited 'Scope game to date, Acclaim's conversion of Bally/Midway's brilliant T2 coin-op is nearly with us. Using an Operation Wolf-style viewpoint, T2 gives the player a number of tasks taken directly from the film. Starting in what's left of Los Angeles in 2029, the player blasts wave after wave of Terminators and Hunter Killers before moving into present day to protect John Connor and destroy the beginnings of Cyberdyne systems. After this, the shape-shifting T1000 makes his appearance, before a fight to the death ensues in a nearby steelworks.

NMS has had exclusive hands-on experience of T2 and it certainly looks like being the best Scope game yet. Probe Software are the team behind the conversion, and the game uses sprites taken from the brilliant coin-op, with plenty of chunky Terminator sprites just queuing up to be blown to bits - they even keep coming if you shoot their heads off! Expect a full review in the next issue or so.



▲ Hey, there's C3PO. Wow! Excuse me, but didn't you used to be Barry Daniels?

▲ The NMS office 6:01 Friday night.



▲ The perils of too much natural yoghurt.

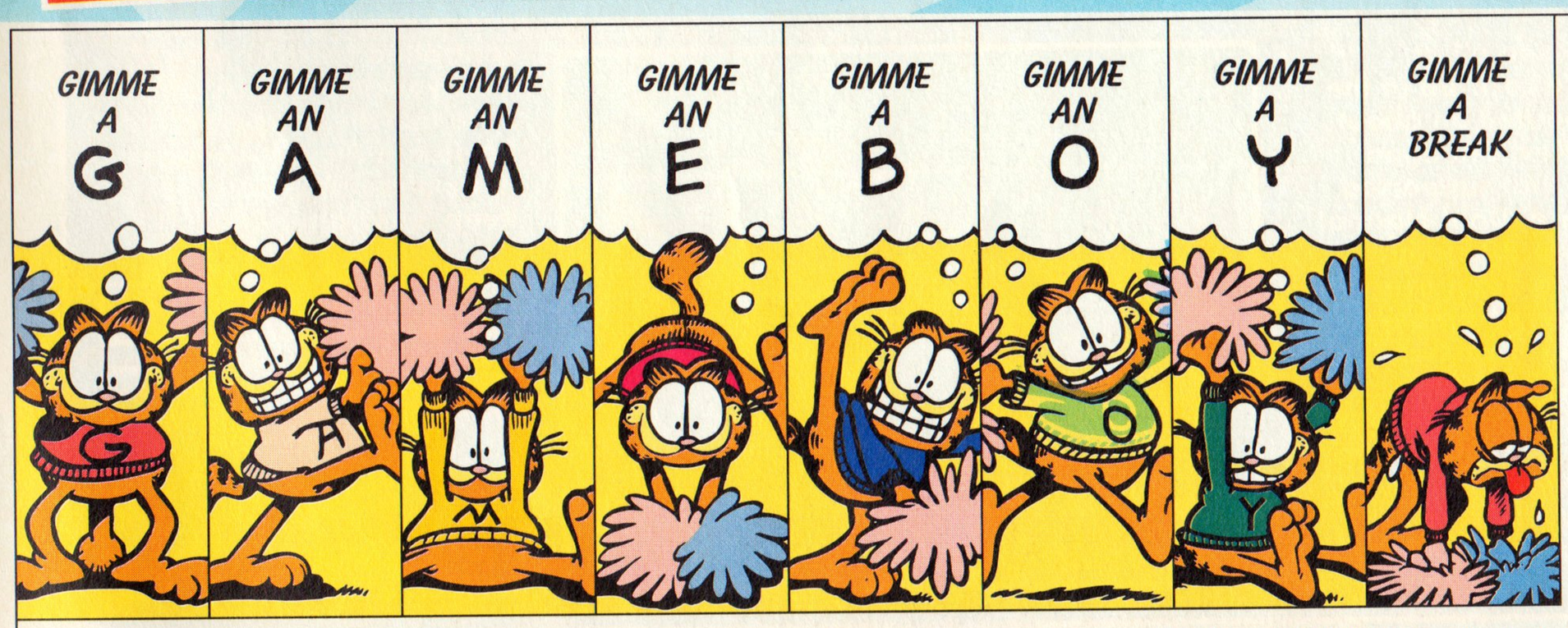
NINTENDO NEWS NETWORK NNN

FUTURE DUCK

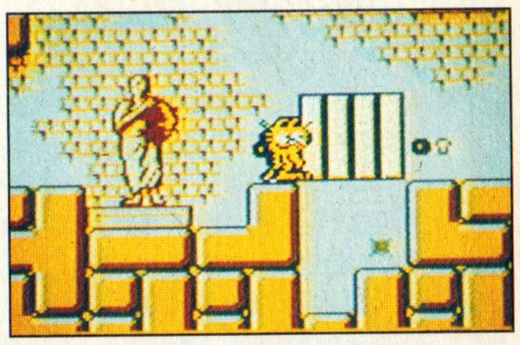
Fans of Daffy Duck should be getting very excited indeed as Sunsoft announce Super NES and Game Boy carts based on Daffy's Duck Dodgers character. Once again, Earth is in peril as Marvin The Martian decides that it is obscuring his view of Venus. Armed with a series of weapons and a jetpack, Dodgers has been sent to see the little tyrant off once and for all. Thus, loads of platform-based blasting action follows as Marvin creates a host of cloned creatures to expand his army whilst Dodgers is busy leaping over the game's five stages of pitfalls and hazards. A larger preview will appear before your very eyes next issue.

▲ There's this really funny bit in this game where Daffy says 'Mother!' whenever he dies. It's great it is.

▲ This bit's good, too. But not the bit below.



GARFIELD ON GAME BOY



GB ACTION 86%. 'This rates as one of the greatest accessories any fan could ever ask for!'

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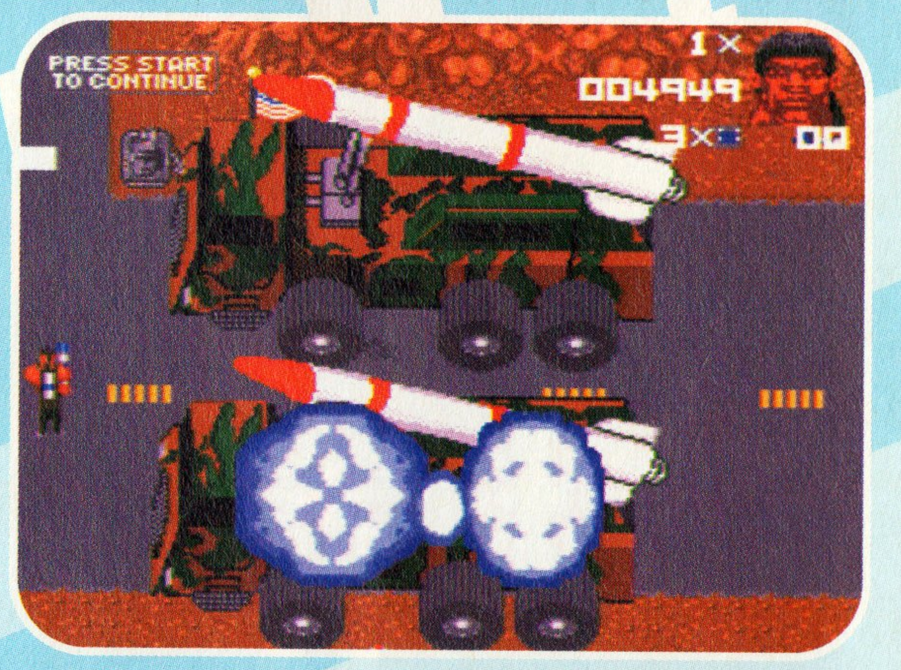
KEMCO

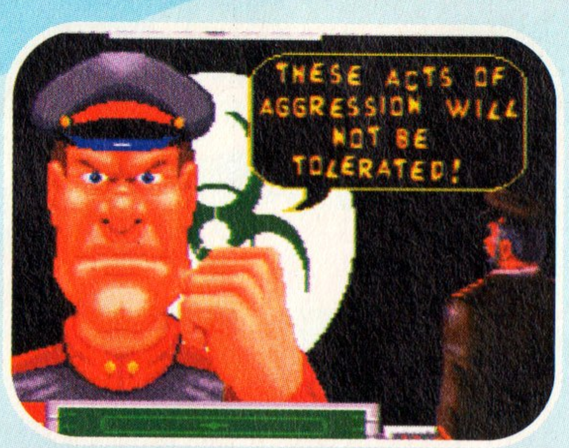
ZOOL LOVE THIS

He's been a long time in the making, but Gremlin's 'Ninja From The Nth Dimension', Zool, is about to leap on to your Super NES in the not-too-distant future. Armed with a variety of kicks, a sword, and a projectile weapon of some sort, Zool is a massive platformer set across a number of themed worlds. Zool's main mission is to treach the exit at the end of the level, but the many creatures and bosses scattered throughout the game make this harder than it sounds. With later worlds based on tools, music and trees - and culminating in a huge shoot 'em up section - Zool is looking very nice indeed and further details will appear in the very next issue of NMS.

TOTAL CARNAGE

Just arrived for our delectation is THQ's long-awaited conversion of Bally/Midway's brilliant Total Carnage coin-op. The sequel to Smash TV, Carnage offers more of the same hectic blasting action but the game show scenario has been replaced by dropping the player into a warzone. A general has gone crazy-ape, so the two gun-toting heroes have been sent in to give him a kicking. Initially armed with a machine gun, numerous power-ups appear and temporarily arm the duo with three-way-firing weapons, grenade launchers and the like, and these make destroying the general's many troops and vehicles considerably easier. Hey, and guess what? Yup, it'll be reviewed next issue!

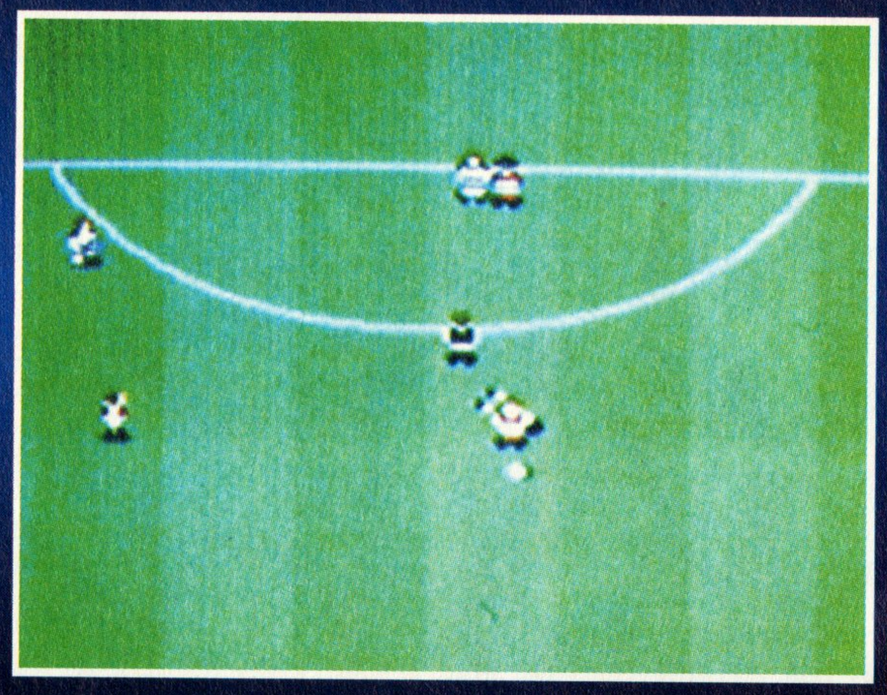




PLAYER MANAGER KICKS OFF

Oops! A big apology goes to all at Imagineer because of a cock-up in the News last month. As we spouted on about having shots of their new Kevin Keegan Player Manager game, all that supported the story was a blank square. Doh! Normal service has now been resumed, and here are some pix for everyone to drool over. For those who don't know, Player Manager is the rather spiffy Super NES conversion of the best-selling home computer game which you'll still find people playing today.

It's a vast cartridge, featuring both soccer management and action sections. Starting small, the aim is to build up your team and win promotion to the top of the Premier League - and it'll probably take YEARS to get there! You have the option to either watch your computer-controlled team or take over yourself in Kick Off-style matches. Expect a full Review of Player Manager in next month's NMS, so keep 'em right here!



THE ULTIMATE PARTY ANIMAL IS HERE!

Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR/&*(%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

"A cracking racing game... a treat to look at!"
Snes Force 86%

Coming Soon for GAME BOY

T•HQ International

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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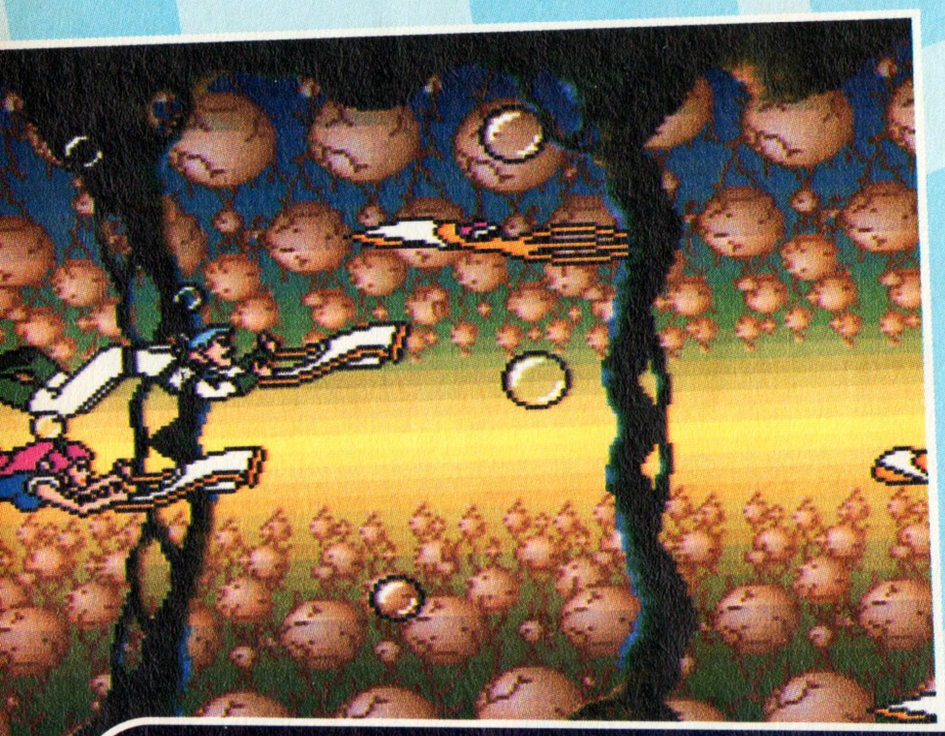
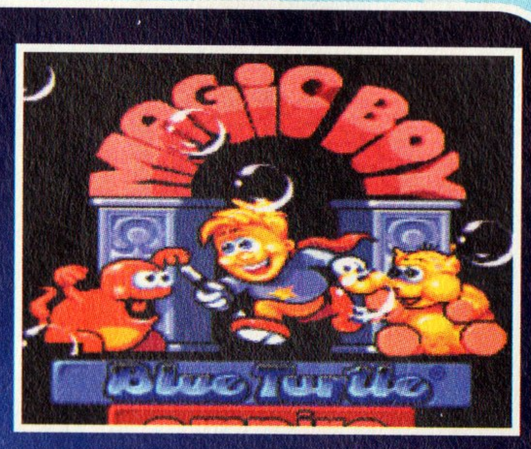
DEXTER!

Coming soon from Empire is a conversion of Don Bluth's Space Ace coin-op. Originally a laserdisc game, Empire have taken key scenes from the game and have created separate arcade sequences from them. The game's scenario tells of an evil blue giant called Borf who has stolen the infamous Infantoray - a gun which reduces its targets to a child-like state. In addition, Borf has also kidnapped the oh-so-dreamy Kimberley, thus incurring the wrath of Dexter (the Space Ace of the title) who decides to retrieve the gun and his girl at the same time. More news reet soon.



JUST LIKE THAT

Adding another cutesy hero to the dozen or so currently doing the rounds, JVC have teamed up with developers Empire to bring Magic Boy to the masses. A would-be sorcerer, Magic Boy is a platform affair which sees the young scamp making his way up a series of screens in search of a batch of errant creatures he has inadvertently let loose. Using his minimal magic powers to stun the creatures, Magic Boy's task is to scoop them up into a sack and deposit them into an off-screen prison. However, as the game progresses, disappearing platforms, ice levels and other such platform ideas make things harder. JVC are hoping for a November release, so a review will follow nearer the time.



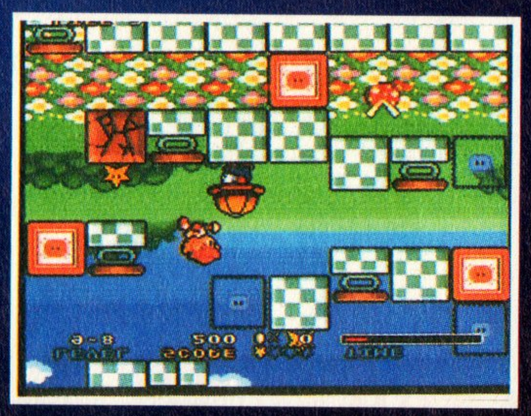
WANT MORE?

It was mentioned ages ago, but at last there's something to see. It is,of course, Graftgold's as-yet-unnamed footy sim which is about to dribble on to the Super NES, courtesy of Empire. Featuring an overhead view with loads of chunky and cutesy sprites running, passing and kicking, it certainly looks quite good but we'll have to see just how well it pays in a few months. Stay tuned until then...

MARIO MAY BE MISSING

Fans of Mario should be on tenterhooks as Nintendo unveil more shots of their latest offering - Mario Vs Wario. However, it seems unlikely that this mouse-controlled puzzler is going to be released in the UK - although we're not sure why. A cross between Lemmings and Ocean's Amiga platformer, Sleepwalker, the player has to guide a blind-folded Mario across a series of danger-filled platform levels, using a fairy to rearrange blocks and cover traps so that he is left a safe path. From what we've seen, Mario Vs Wario is quite a laugh so let's hope Nintendo work out what they're going to do with it soon.

▲ There's this Brooklyn plumber, right, and he finds out that he's got some chirpy cockney geezer stars as him in a film. What's a guy supposed to do? Put a bag on his head, that's what...



SHOP TILL YOU DROP

Sorry about the crap Just 17 headline, but HMV are opening a massive video game department on the first floor of the HMV in Oxford Street. However, whilst this doesn't sound very exciting, Level One (for that is its name) will be organising challenges and the like, and it spans 6000 square feet - which probably means you'll have to get a taxi from the Super NES corner to where the Game Boy carts are. Or something. It opens on September 29th, and no doubt you'll see us there some time.

DOMANI

BY APPOINTMENT TO H.R.H. THE PRINCE OF WALES SHOEMAKERS START-RITE SHOES LTD

REFLECTIONS OF FASHION

Domani shoes available from: Russell & Bromley, Charles Clinkard Ltd, Domani Retail Shops – also Domani at Childrens World, Jones Bootmaker, John Lewis Partnership stores, Milwards Shoes, Gordon Scott and main Start-rite stockists. Style shown, Axel.

100% ALIVE

Pick up someone else's litter

Learn a second language

Write to Mother Teresa

Send your mum some flowers

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Turn your radio up full blast

Strip right down to your underwear

Say a prayer every night

Get your nipple pierced

Teach a child to read

Go for a run around the block

Have a day without TV

Ring 071 700 3100 and tell London something it needs to know

Buy a book on Jeff Koons

Tune your radio to Kiss and pull the knob off

Read a page from a book by Charles Dickens

Play football in the street

Stare at the clouds for a full ten minutes

Believe in yourself

Hug someone of the same sex

Give £100 to a down and out

Buy Marvin Gaye's 'What's going on'

Eat a pineapple

Put your change into a bottle for a year and give it to charity

Make a statement

Tell someone a secret

Write the alphabet backwards

Visit Great Ormond Street Hospital

Order an empty skip and leave it outside your house for a week

Begin something you've always wanted to begin

Meet an old friend you haven't seen for years

Go to the market and spend 10p

Learn something new every day

Talk to a child about the future

Make a record

Help someone today

Throw away your watch

Think purple

Dance the dance electric

Wear a wig

Laugh

Wallpaper the inside of your car

Plant a tree

Make everyone at work a cup of tea

Take a picture of your back

Go on holiday and don't take any luggage

Phone someone you love

Take a friend to the zoo

TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.

Make a cake

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Run up a downward escalator

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day

Do one thing to make the world a better place to live

Kiss 100fm

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: JVC

SUPER EMPIRE STRIKES BACK

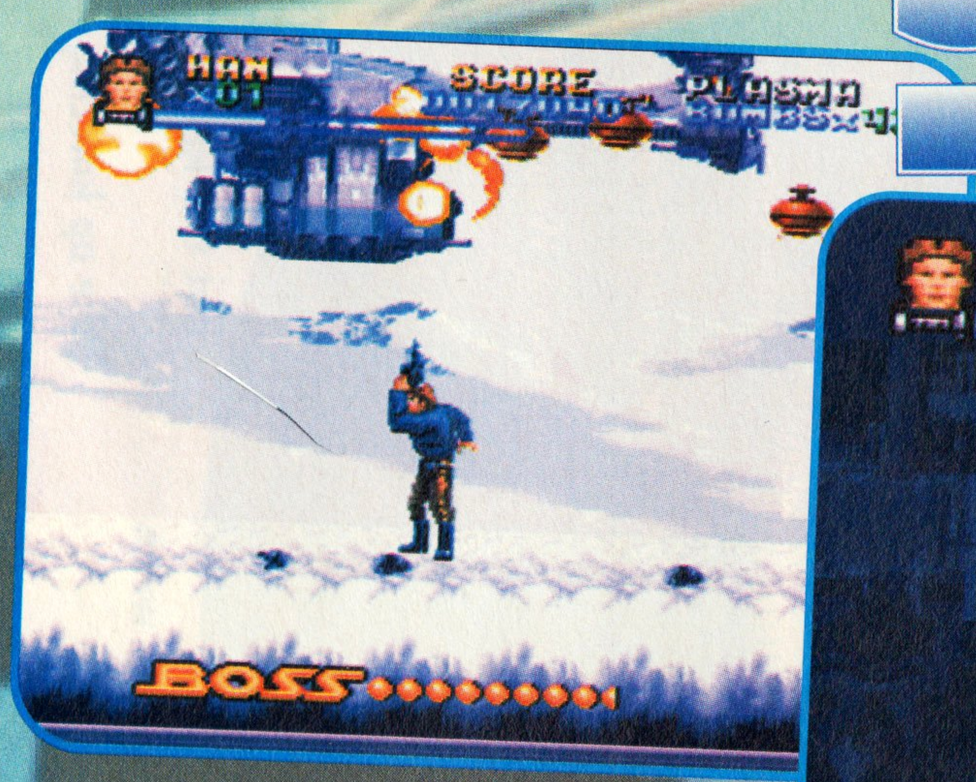
Having seen the Death Star destroyed, the Empire have stepped up their attempts to eradicate the Rebel Alliance once and for all. Dispatching probes all over the universe, they eventually find the Rebel base on the ice-world of Hoth. From this icy beginning begins JVC's sequel to Super Star Wars.

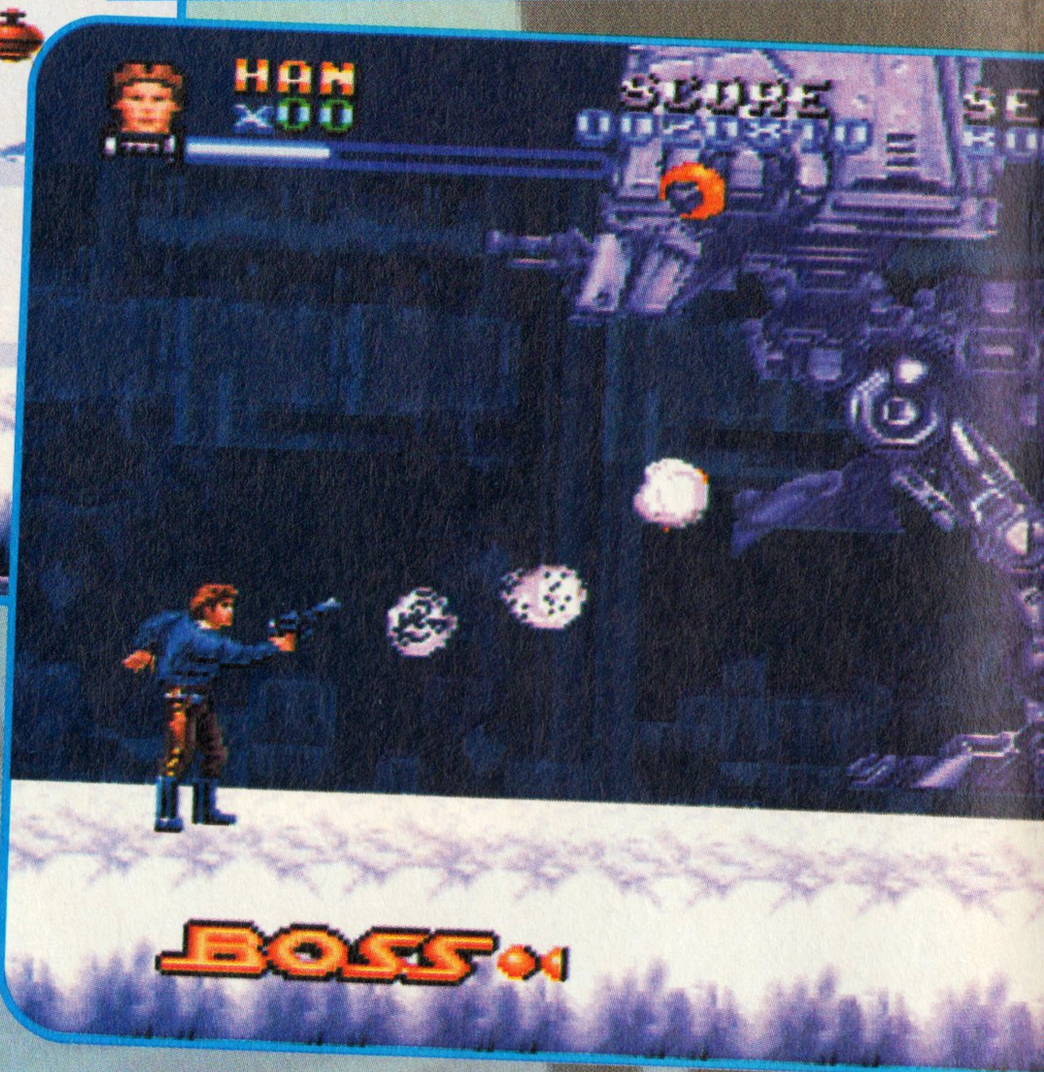
Using the same mixture of shoot 'em up and Mode 7 action featured in Super Star Wars, Super Empire first dumps you into the first of many platform-based shoot 'em up sections. Lukes task: to battle his way through waves of Hoth's deadly inhabitants, heading for his trusty Taun-Taun steed.

Upon reaching his Taun Taun, Luke encounters the Empire's massive AT-AT Walkers before meeting with Yoda in the Degobah system. In between Luke's scenes you're given control over both Han Solo and Chewbacca as they take Leia and the droids to the relative safety of Lando Calrissian's Bespin Sky City.

Super Empire Strikes Back is looking very nice indeedin all its 12 Meg finery. All the key action scenes from the film appear as do such familiar foes such as the probe droids, Snow Troopers and Boba Fett the bounty hunter - who eventually encases Han Solo in Carbonite. The version we have seen was 90% complete with just the music to be finished. The finished game will be hitting the shelves sometime in November. Expect the definitive NMS review very soon!

▲ My! You look famished! Here have a bite of my unfeasibly large ice-cream cone!





▼ The force of the sneeze sent great globs of Wompa earwax flying at Luke.

GUNNING FOR THE EMPIRE

As the rebels make their way across the game's many stages, numerous bonuses become available along the way. The most obvious are the heart icons, which replenish a character's lost health. You'll also find health sabres which extend the capacity of the character's energy bar - effectively extending their lifespan. Equally important, though, are blaster power-ups. These include homing shots and thermal detonators which act as smart bombs and clear enemies as they white out the screen.

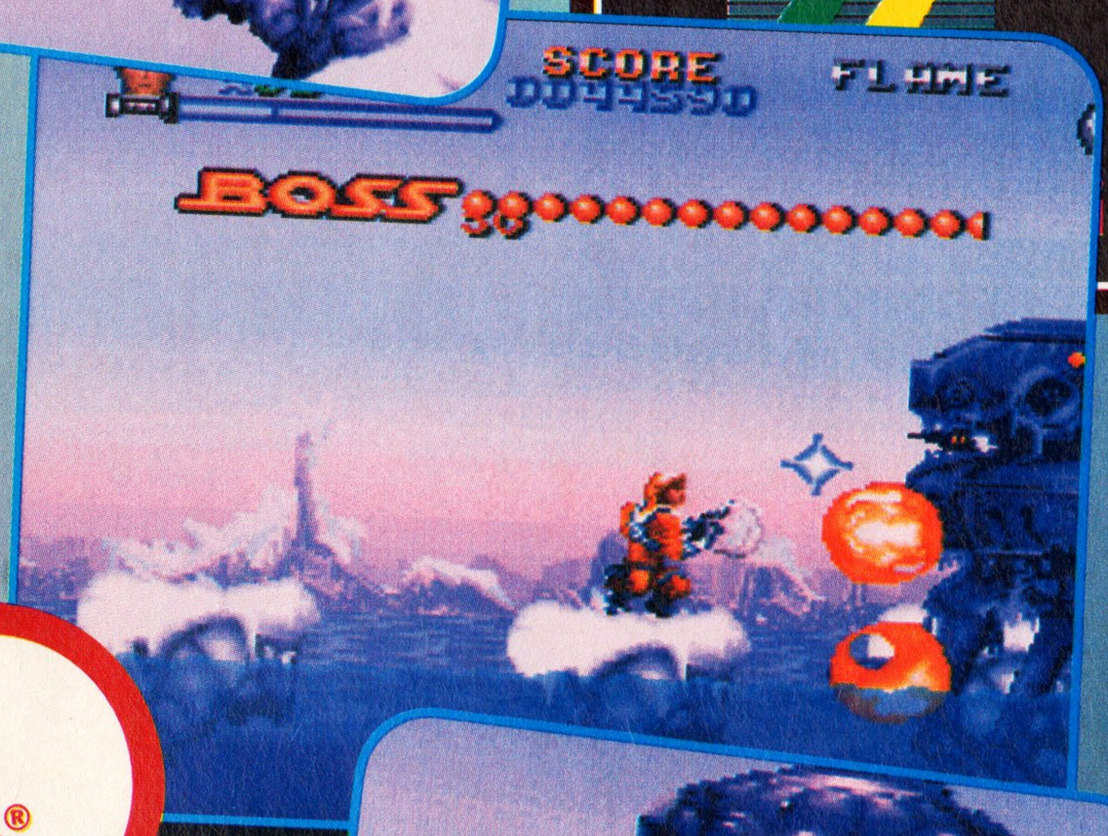
▲ Luke deftly dodges one of the old scroungers at Camden Town tube station.

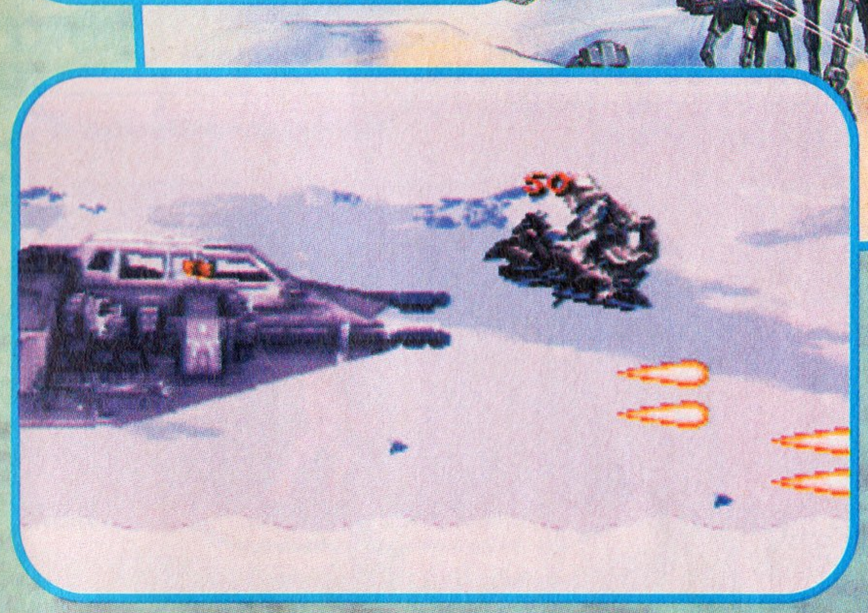
PRICE: TBA MEG: 12

PREVIEW

THE EMPIRE STRIKES BACK

World Exclusive®





▲ Typical! You might have gone before we left, luke!!

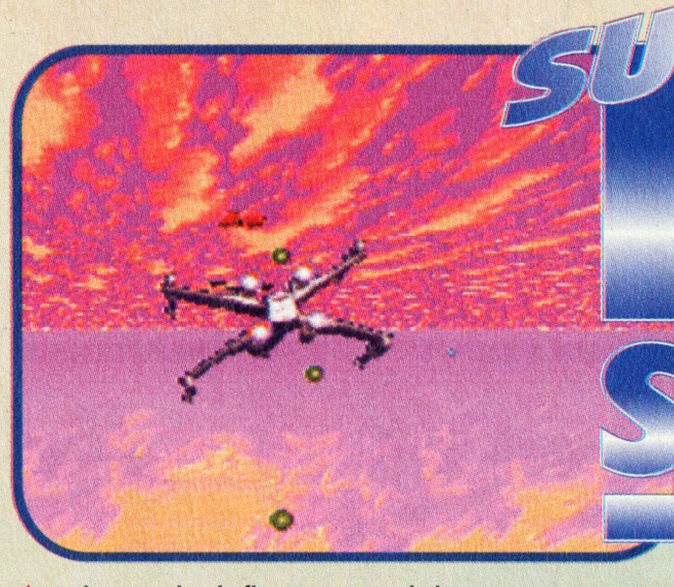
▲ Warning! This game contains scenes of Tauntaun projectile vomiting!

▲ Luke prepares to break in and steal Rad's bag. The thieving Jedi git. They're all like that.

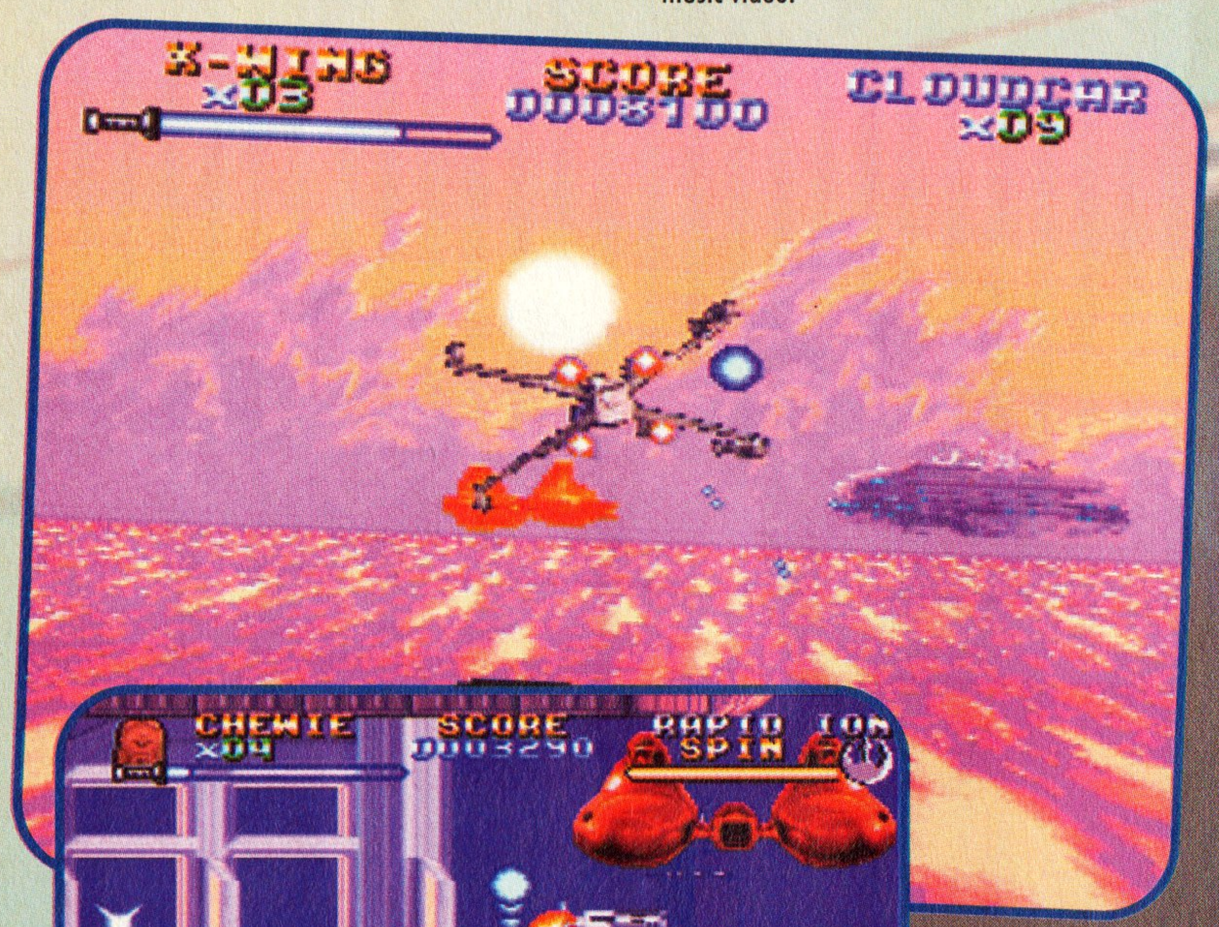
PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER THE EMPIRE STRIKES BACK



▲ Luke mistakenly flies into a swirly house music video.



▲ Don't worry Chewbacca, it's perfectly natural.

MEET THE GANG

Fans of the Star Wars trilogy are going to absolutely wet themselves as they spot all their faves in Super Empire's many levels. Here's a quick guide for all you star spotters:

LUKE SKYWALKER: The main hero of the game, and would-be Jedi Knight.

HAN SOLO: Doesn't get to snog Leia in this one, but gets to wander through Lando's Sky City before getting freeze-dried and whisked off to Jabba The Hut.

CHEWBACCA: Reduced to a cameo part. Chewie gets to chase after the encased Han who has been stashed in the hold of a bounty hunter's ship, namely...

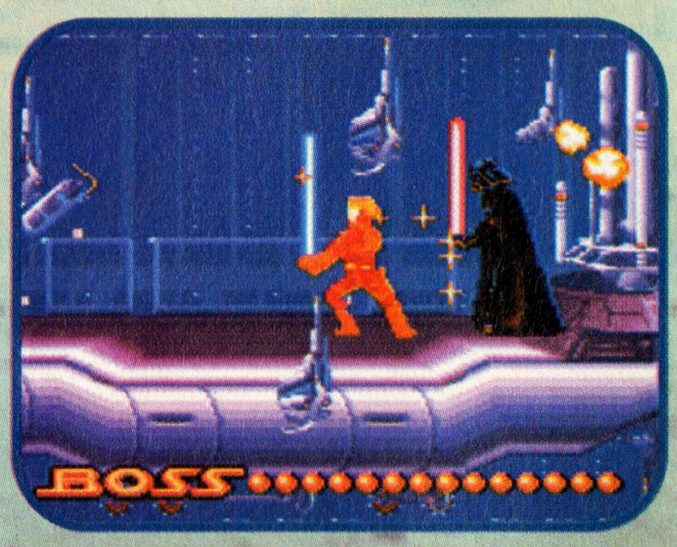
BOBA FETT: Best-dressed bounty hunter in the galaxy, who also acts as one of the game's bosses - as does his stapler-shaped ship.

STORM TROOPERS: Sporting this year's trooper fashions - including the latest in snow-wear and a natty line in red numbers - these are basically cannon fodder.

PRINCESS LEIA: Actually she's hardly in it, but gets rather lost in the maze-like rebel base, leaving Han to find her. Silly cow.

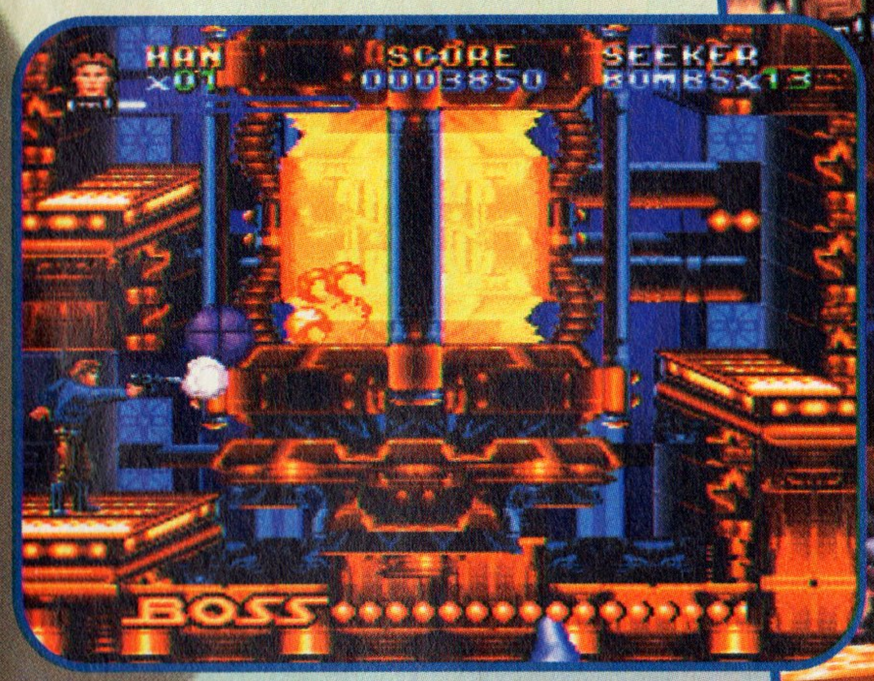
YODA: Luke's Jedi Master gets an even smaller role than Leia and only gets to appear when the 'Continue' option appears - which is just as well because he's absolute cack.

DARTH VADER: The game's final boss and a real tough cookie. Thankfully there's none of this 'I'm your Dad' mumbo-jumbo and he's perfectly happy dissecting Luke with his light sabre instead.

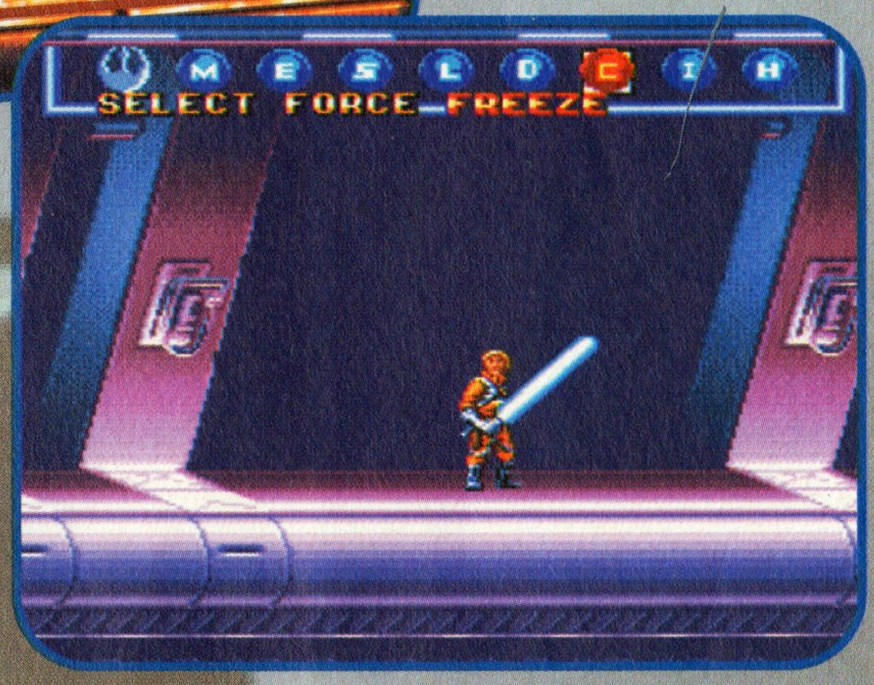


PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



▲ Down-on-his-luck, Han Solo turns to welding for a living when "resting between films."



MAY THE FORCE BE WITH YOU

Super Empire arms our dippy-smiled hero with a new 'Force Points' panel. Accessed via the Select button and with the L and R buttons scrolling through the options. Here are full details of Luke's extra Jedi abilities.

MIND CONTROL: Allows you to deflect objects with the sheer power of thought. Coo!

SLOW DOWN: Unsurprisingly, this slows your enemy's actions, making them an easier target.

ELEVATION: Surrounds Luke in a spangly effect and allows him to fly across a short distance to avoid particularly tricky areas.

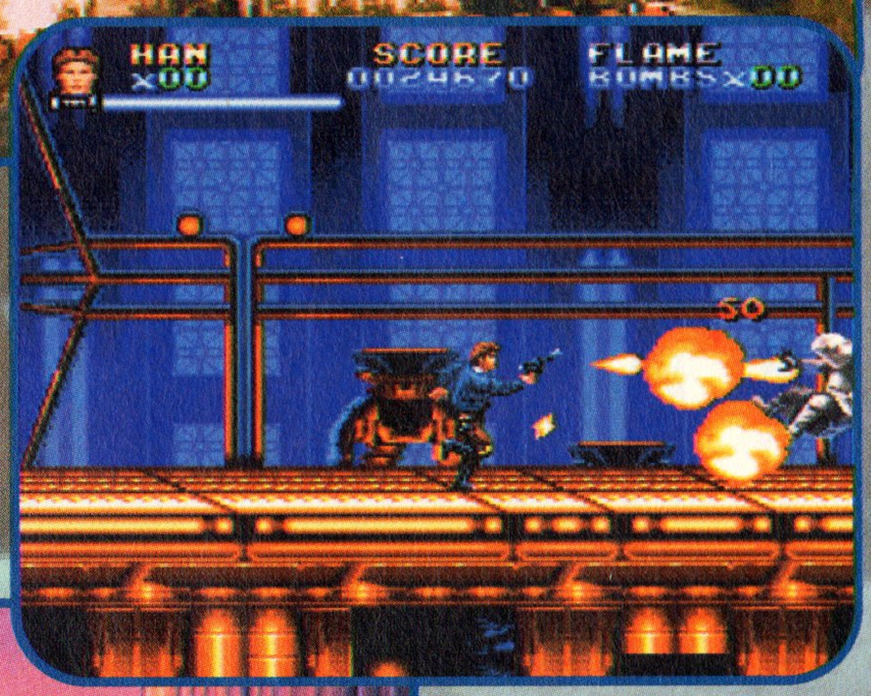
SABRE DEFLECT: Prevents Darth's sabre from sapping your energy as it allows yours to block his attack moves.

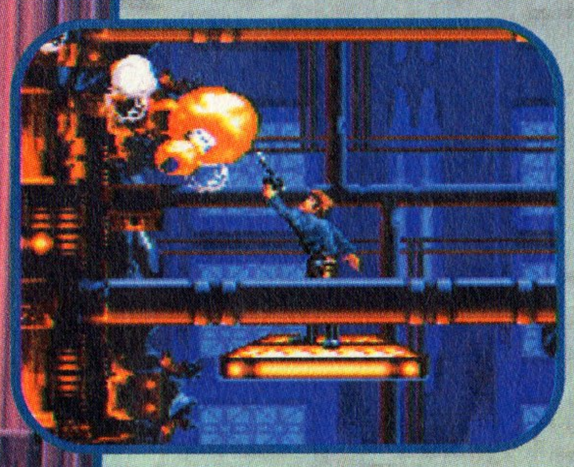
FREEZE: Temporarily stops any on-screen opposition in their tracks.

SABRE CONTROL: Sends his light sabre spanging around the screen, wiping out anything it hits.

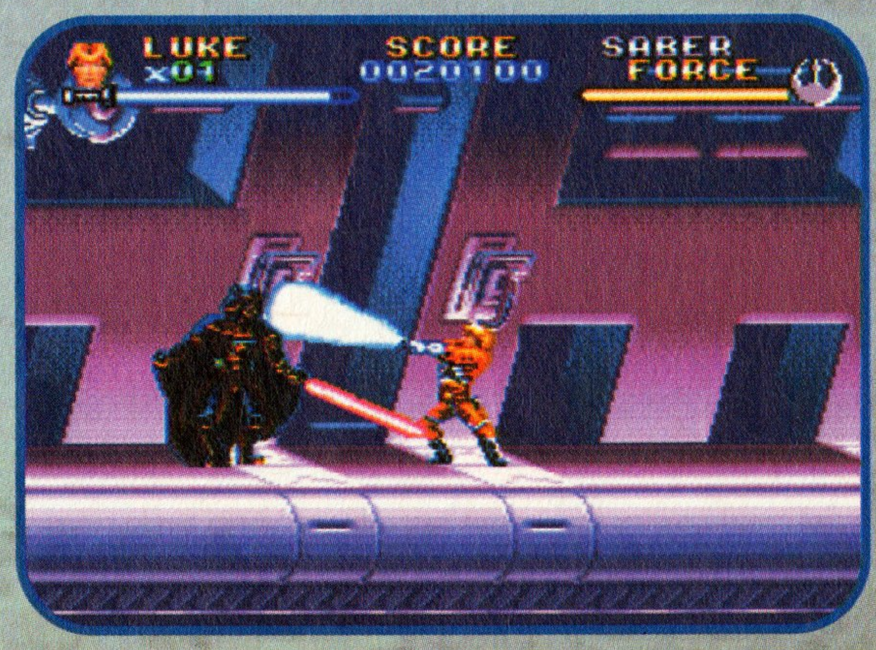
HEAL: Obvious really. It replenishes Luke's health slightly.

▲ What a tiny caption sp...





▲ What's that? A new Star Wars movie? Okay! I'll just finish these panels and I'll be right with you, Guv.



One of these
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The other one g

For sheer SFX appeal it's got to be Starwing. It's the first ever gam

most exciting game you can get your hands on. For further informa

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gives you spots.

e to use the Super FX chip, and it's the fastest, toughest,

tion call up page 377 on teletext.

Teletext

SUPER NINTENDO
ENTERTAINMENT SYSTEM™

Will you ever reach the end?

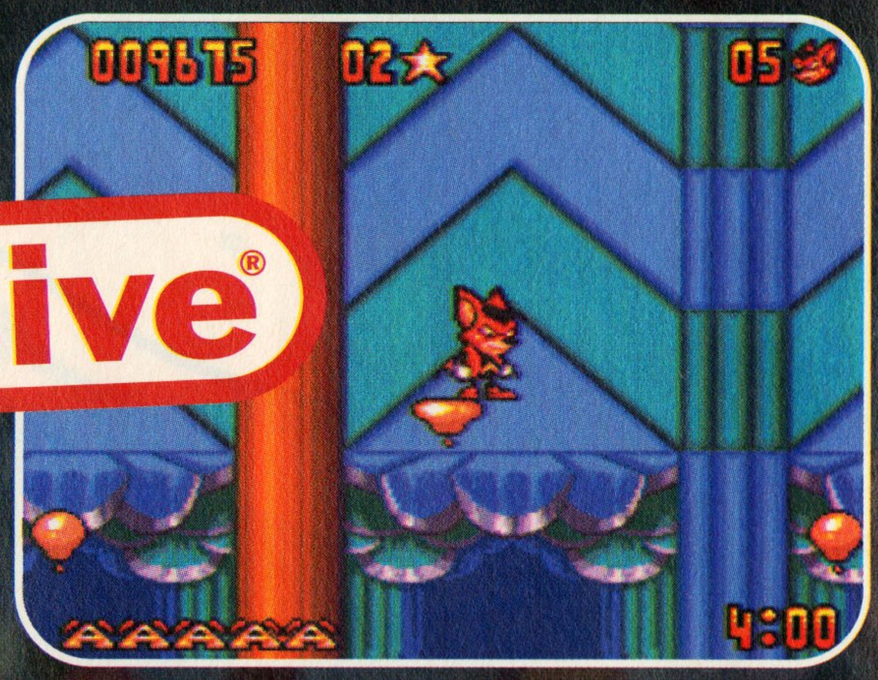
PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: SUNSOFT PRICE: TBA MEG: 8

AERO THE ACRO-BAT

Exclusive®



▲ Happy feet, I've got those happy feet (tap-tap-tappity-tap)...

Ladiiieeees and gentlemen, I give you the one, the only, Aero the Acrobat - the cutie superstar to end them all. Starring in an 8-MEG Super NES extravaganza from Sunsoft, Aero The Acrobat is the daredevil star of the World Of Amusement Circus, and the only person who can save said entertainment emporium from the clutches of the evil industrialist Edgar Ektor. As with most bad builders, Ektor wants to close the circus so he can build some sort of concrete monstrosity on the site. To get rid of Aero and his mates, Edgar has sent in his many minions to sabotage the acts and generally spoil the show. And so, with a capacity audience to watch Aero's many skills, not only must our hero keep them entertained but diffuse the many traps left by Edgar's bad-guys.

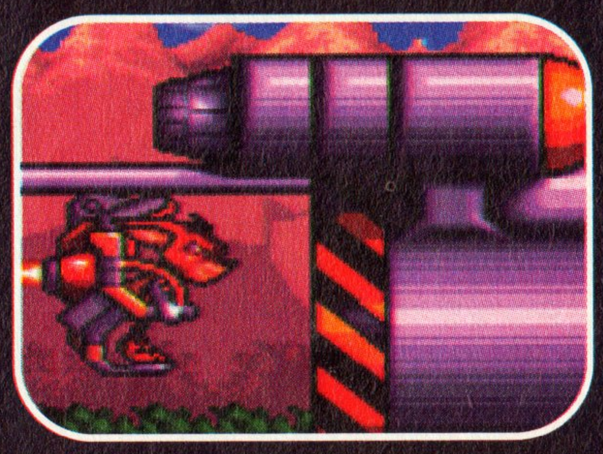
Aero The Acrobat is a multi-stage platformer in which the little Bat (Acrobat - geddit?) is given a series of tasks. These include leaping through hoops, turning on the lights or finding a predetermined number of platforms. However, the aforementioned baddies are patrolling the area - and these are either avoided using Aero's many jumping and hovering skills or attacked with his amazing dive-bombing abilities. Add to this a succession of tricky bonus rounds and some rather odd bosses and Aero certainly has his work cut out. Sunsoft's latest hero will be heading your way in October, so expect a full Review very soon.

ROLL UP! ROLL UP!

Adding a little spice to Aero's many tasks are a series of bonus rounds which appear before each boss. The first takes the form of a Mode 7 diving event where Aero plummets towards a tiny swimming pool whilst trying to pass through a succession of guiding rings. Just to throw a spanner in the works, one of Edgar's mates appears in a bi-plane to blow Aero off course - and failure to hit the water results in one flat acrobat! The other sub-games include a deadly Rollercoaster ride where the aim is simply to stay alive and a rather mean trampoline section in which Aero is propelled ever upwards.

SUPER NINTENDO ENTERTAINMENT SYSTEM

▲ Oh no, I've wandered into that extremely dull bit from Bubsy The Bobcat - oh, it's all dull.



▲ Hello, Steve here. I'm off soon y'know. 'Bye.

AND NOW FOR MY NEXT TRICK

My, what a versatile chap young Aero is. Not only does he perform the usual running and jumping acts with ease, his huge list of moves also includes hovering, dive-bombing, getting fired from a cannon and performing the backstroke whenever he lands in water. However, one of Aero's most impressive feats is bungee jumping - in which the little bat attaches a length of rubber roping to his legs before leaping from a huge bridge to collect a key located somewhere below!

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: KONAMI PRICE: TBA MEG: 8

Exclusive®

SUN

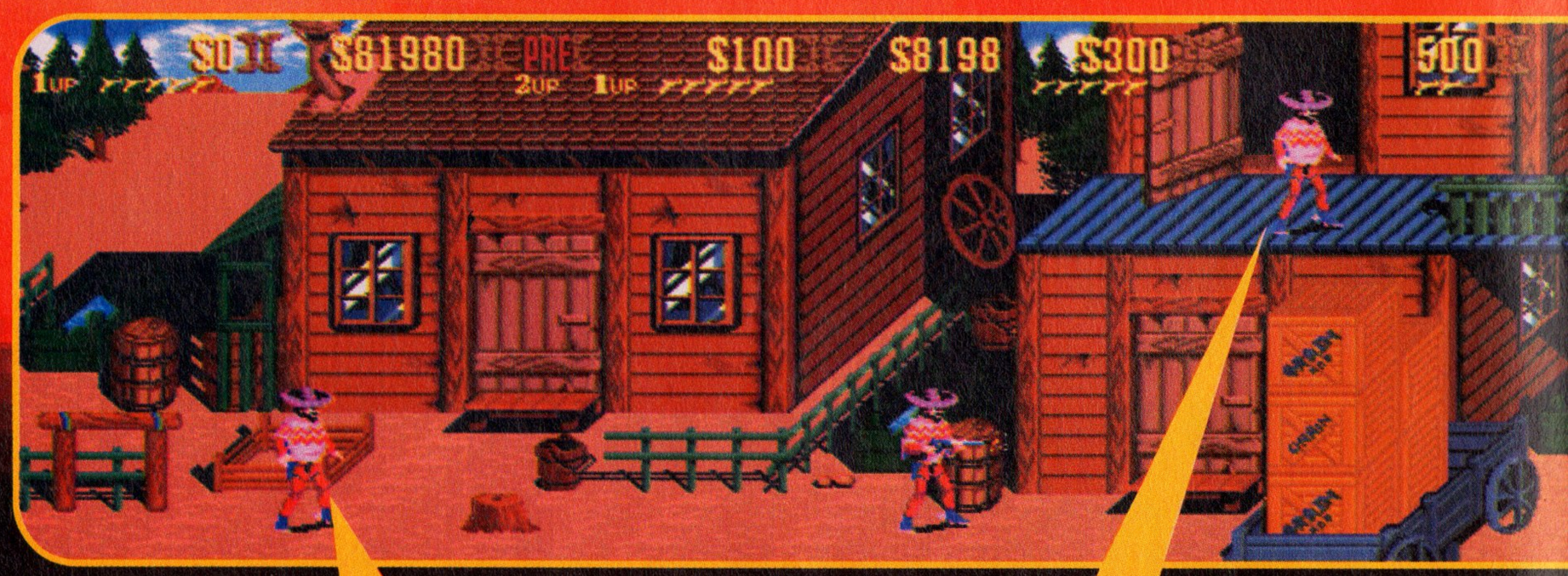
YA PESKY VARMIT

Yee-haw! Those rootin'-tootin' guys 'n' gals at Konami are heading for the Wild West as their Super NES conversion of Sunset Riders rides into town. Sunset Riders offers one or two players control over one of four bounty hunters out to earn reward money by locating arch villains and bringing them to book. Well, killing them anyway! The action is set across a series of horizontally-scrolling stages, with loads of henchmen appearing to take potshots at our heroes, and the chief villain acting as the end-of-level boss. Depending on the character selected, the bounty hunters are armed with anything from two six-shooters to a three-way-firing shotgun and each of these has unlimited ammo - with assorted powers-ups appearing when certain foes are dispatched.

In addition to the game's Probotector-style action, Konami have also added other Wild West touches, including a train rescue, horse-mounted hilarity, stampedes and a shoot-out or two. Also, as the levels progress, so does the number of henchmen out for your blood - with the addition of dynamite-tossing masked men and sneaky murderers prone to hiding in haystacks. Still, it's nothing your eight-way firing abilities can't handle, and you'll be able to ride into the sunset with your buddies when Konami release the game sometime in November.

One of Sunset Riders' nicest touches is the variety in its bosses. The guys at Konami have really boned up on their western clichés, and not an encounter goes by without one of the bosses snarling something like 'Argh, you got me' or some such message. Initially, the bosses simply involve shooting a moving villain several times. But as the game progresses the bosses start appearing with horses or long whips. By far the most impressive, though, are the two twins holed up in a local bar. As this mad pair lob dynamite about, the player must use a handy chandelier to avoid the explosions whilst simultaneously taking pot-shots at the two brothers. And that's just the beginning...

Damon stunned the bandit with a puppet show. Copyright NMS Force novellas.



Cooeee! Uncle Ralph said he and Aunty Maud would meet me from the station. Honestly, anyone would think they didn't want me to visit...

They're not in their novelty 'Barn-cum-Stable' first floor condo. I know, I'll head down to the 'Get 'Em' Inn, they're bound to be having a Shandy...

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SUNSET RIDERS

GO FOR YOUR GUN

I don't know what westerns Konami have been watching, but if Clint Eastwood had half the weapons the Sunset Riders cowboys had, the west would have been won in half the time! Starting with simple six-shooters or shotguns, these paltry weapons are upgraded by collecting the star icons the assorted dead henchmen leave behind after their demise. Initially these act to scatter your shots across a larger radius, but later power-ups also grant the player with rapid fire. However, should one of the heroes take a hit, any collected weaponry is lost.

Oh no, it's cousin Gringo... I know, I'll dive in this conveniently-placed bundle of comedy hay, that way he'll never see me.

(Sniff) Oh well, they've obviously moved. Well, that's it - I'm off back to Mexico before Steve gets bored thinking of more to fill this space with.

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

WORLD HEROES

BY: SUNSOFT PRICE: TBA MEG: 16

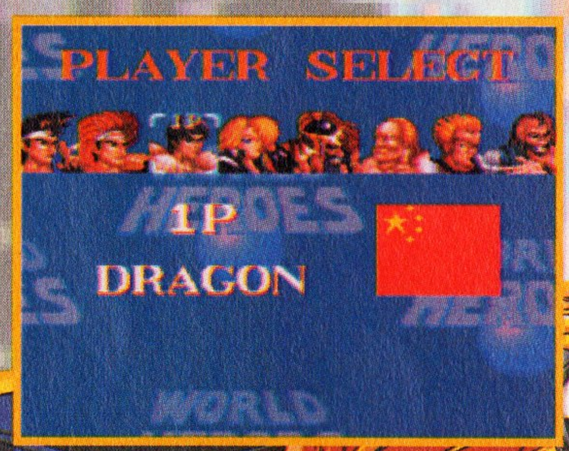
Another Super NES beat 'em up pumping itself up for the fight for Number One is Sunsoft's conversion of SNK's brilliant World Heroes coin-op. An office fave, World Heroes is an SF2-style one-on-one scraporama with eight available fighters battling their way across the world until the final showdown with the shape-shifting alien fight organiser who has removed them from their respective time zones upon his orbiting space station. As you might expect, each of the fighters is armed with a series of energy-sapping punches and kicks. And you won't be at all surprised to learn that each has a devastating array of special moves.

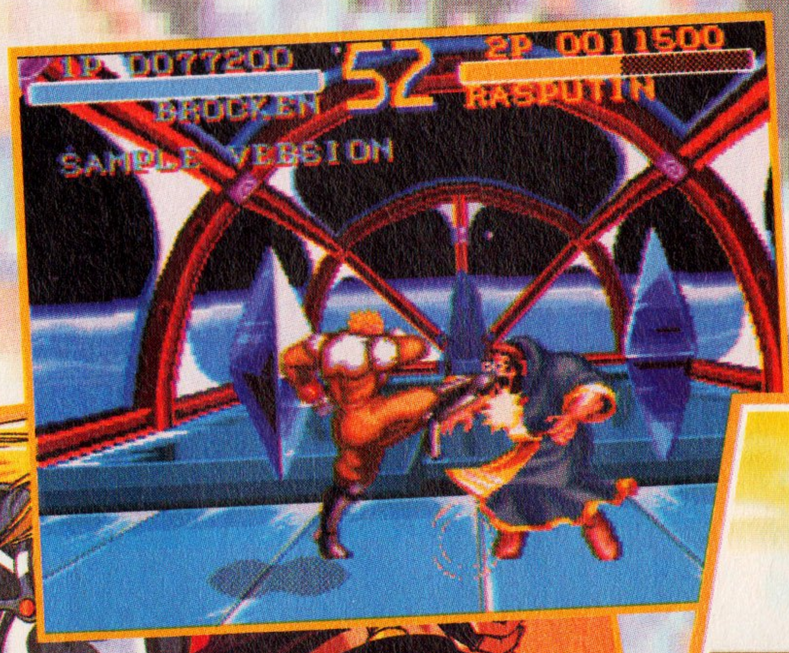
With names like Hanzo, Dragon, Muscle Power and Rasputin, it's obvious that these are no ordinary World Warriors - especially when Rasputin's special moves include the ability to blow up his feet for flying kicks! Each fight is decided over three rounds and set against a backdrop from each warrior's time zone. In addition, there's also a secondary Fatal mode where electrical barriers and flesh-searing land mines add to the peril - or fun. Sunsoft are set to unveil World Heroes in October, so you'll be finding a full Review in NMS very soon. Stay tuned.

Exclusive®

▲ Gary Glitter enters the fight.

▲ If you want barbecue human without the hassle of a barbecue (I do). Copyright KFC.





NINTENDO

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

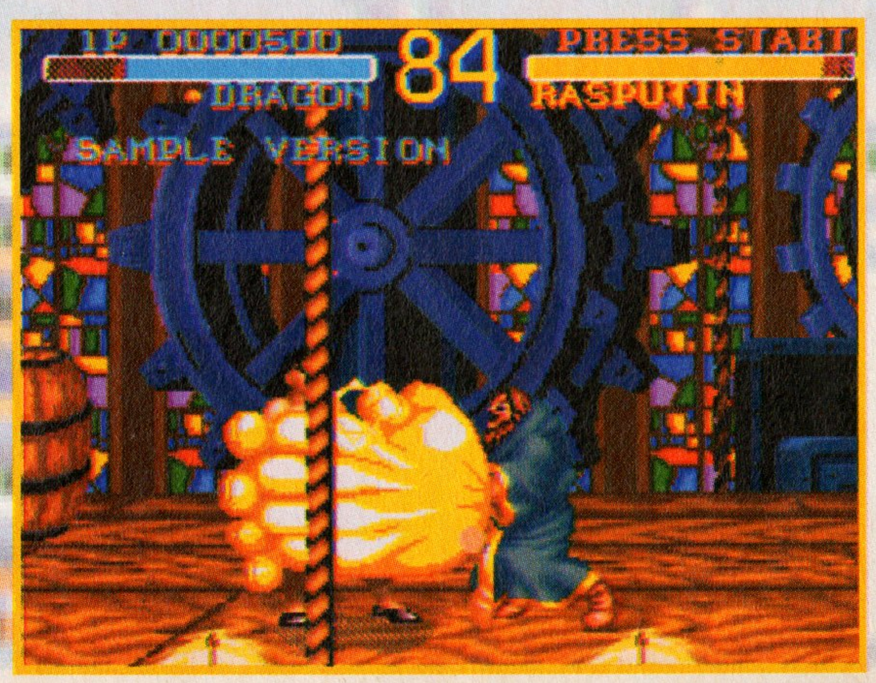
WORLD HEROES

FATAL ATTRACTION

If travelling the world and hitting people a lot isn't your bag, the Fatal Mode could be more your cup of tea. Set within one of several arenas, the Warriors have to kick each other senseless whilst avoiding a series of deadly traps. For instance, littered on the ground are what at first appear to be pizzas. However, when stepped upon they turn out to be mines that fry anyone daft enough to touch one. Some of the arenas are surrounded by electrical fences surrounded by a deadly blue charge, and touching these will temporarily stun your warrior. Well, what would you expect from a few thousand volts up the botty?

OOH, YOU'RE A LOVELY MOVER

Each of the eight characters has three special moves, accessed via a combination of joypad and button presses - just like SF2. Several characters share moves - including a spinning kick/punch combo - and there are a number of fireball moves which have been tailored slightly to suit each character. By far the weirdest World Hero is Rasputin. A distant relative of the infamous Mad Monk, Rasputin's special abilities allow him to expand the size of his hands and feet and pull off a really weird spinning dance move. American entrant is Hulk Hogan lookalike Muscle Power. He's armed with a series of wrestling moves which drain huge amounts of energy when used.



PREVIEW

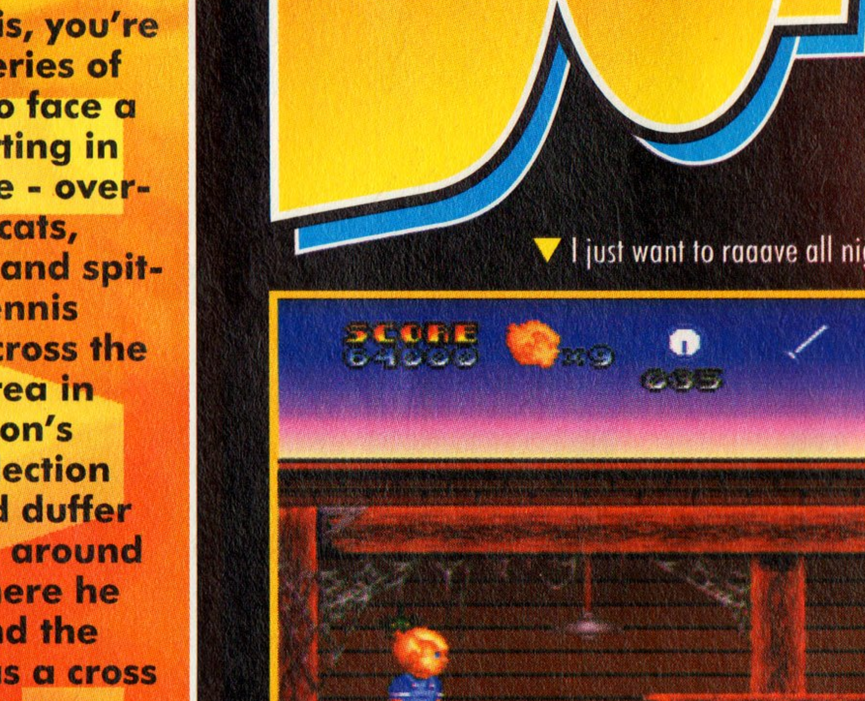
SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: OCEAN PRICE: TBA MEG: 8

Dennis

▲ Dennis watering a plant. Or summink.

▼ I just want to raaave all night.



▲ Sickly kids down for Norway.

Just finishing at a cinema near you is the film version of those Dennis cartoons currently rerunning on The Big Breakfast. Starring Macauley Culkin lookalike Mason Gamble as the eponymous terror toddler and Walter Matthau as Mr Wilson his long-suffering neighbour, the film moves from one set piece to another before Dennis eventually comes.

Ocean's new Super NES licence follows pretty much the same pattern. Controlling Dennis, you're dropped into a series of scrolling scenes to face a specific task. Starting in Mr Wilson's house - overrun by hordes of cats, mice, lethal cups and spitting goldfish - Dennis makes his way across the platform-filled area in search of Mr Wilson's priceless coin collection which the silly old duffer has left scattered around the place. From here he moves outside and the game opens up as a cross between an Addams Family-style platformer and a more conventional arcade/adventure. The little moppet leaps, ducks and runs with the best of 'em whilst defending himself against the many hazards dotted throughout each stage.

You can see whether Dennis meets our high expectations next month as the little rascal arrives for a full Review. Don't go away, we'll be right back.

Hilarious, fast action cartoon fun as Twinbee and Winbee try to stop the mad Professor Mardock and his evil Donguri Army from taking control of the world.

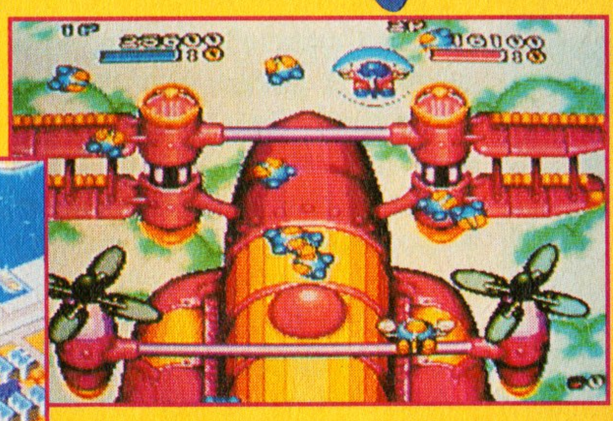
Pop 'n' TwinBee

1 or 2 Players

CVG 93% *Incredible gameplay and more features than you know what to do with.*

Super Action 92% *There is near-constant action throughout and never a glitch in sight.*

Game Zone 89% *Pop 'n' Twinbee is a smart cart. If you're a fan of Parodius, you really can't afford to miss it.*



Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM™

KONAMI®

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: THQ PRICE: TBA MEG: 8

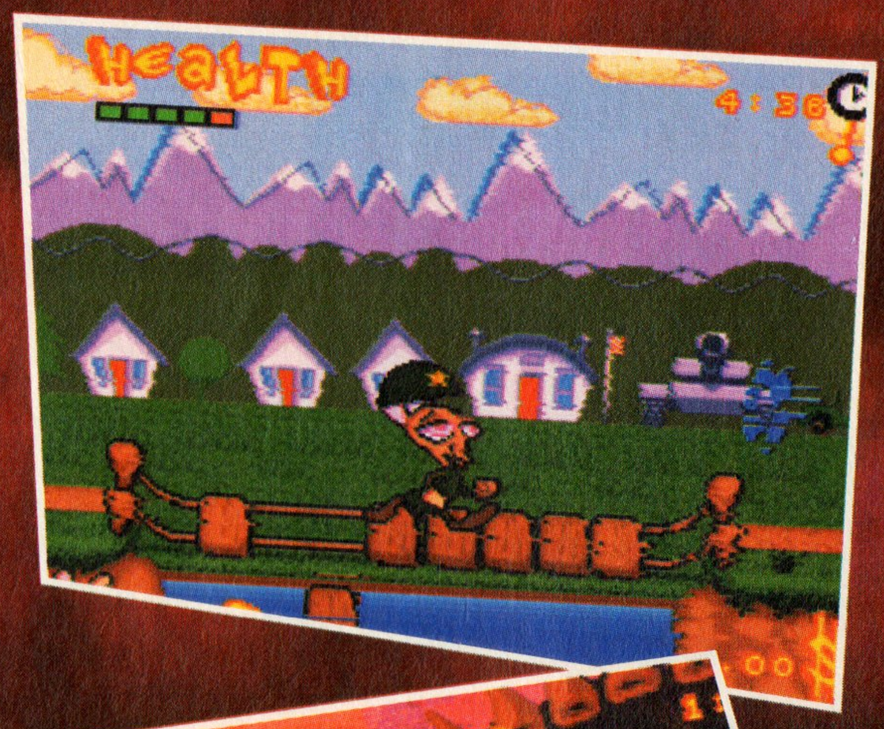
Ren and Stimpy

Exclusive

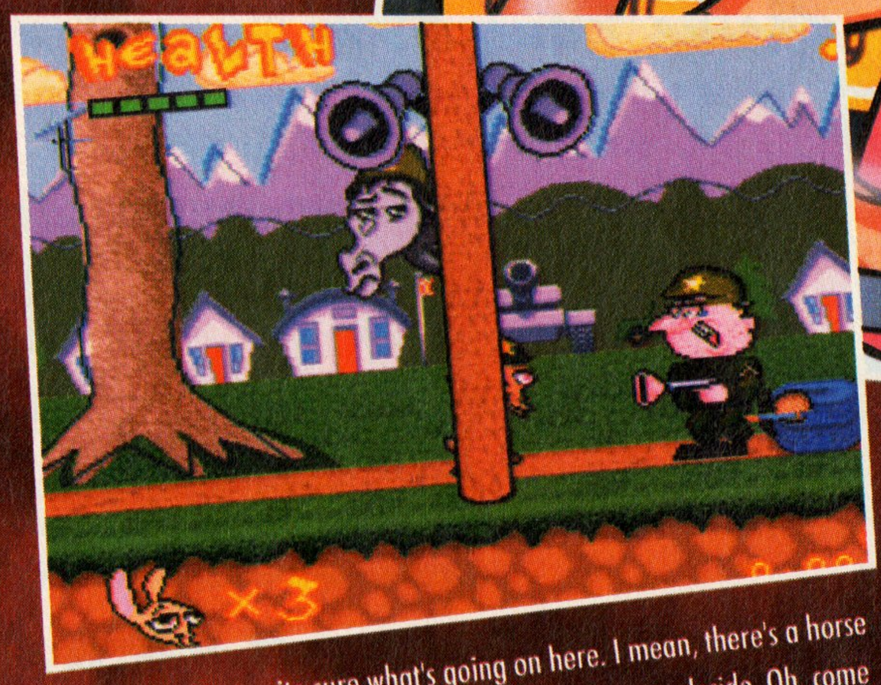
They're the biggest US cartoon sensation since the last one, and they're Super NES-bound real soon! They are Ren and Stimpy and if you're not familiar with them now, BBC2 have snapped them up to air their wild half-hour shows some time in October. Billed as the new Simpsons, Ren is a bad-tempered Chihuahua whilst Stimpy is a dim cat whose brain capacity is similar to that of a ZX81. Together, they delight in picking their noses and assorted fart-related japes and this humour has secured them a legion of fans.

Confident of similar UK success, THQ have secured the rights to the latest Ren And Stimpy game - with our heroes stuck within a number of TV shows. The game is a scrolling platform affair, with Ren and Stimpy forced to play a number of TV roles including army exercises and Tom and Jerry escapades, before moving into space for the game's finale. The player is given control over both Ren and Stimpy as the action unfolds in each of the programmes. Numerous TV-style gags lace the action, with Ren using his bad breath to stun his dim-witted mate, whilst Stimpy's severely overweight body proves similarly useful.

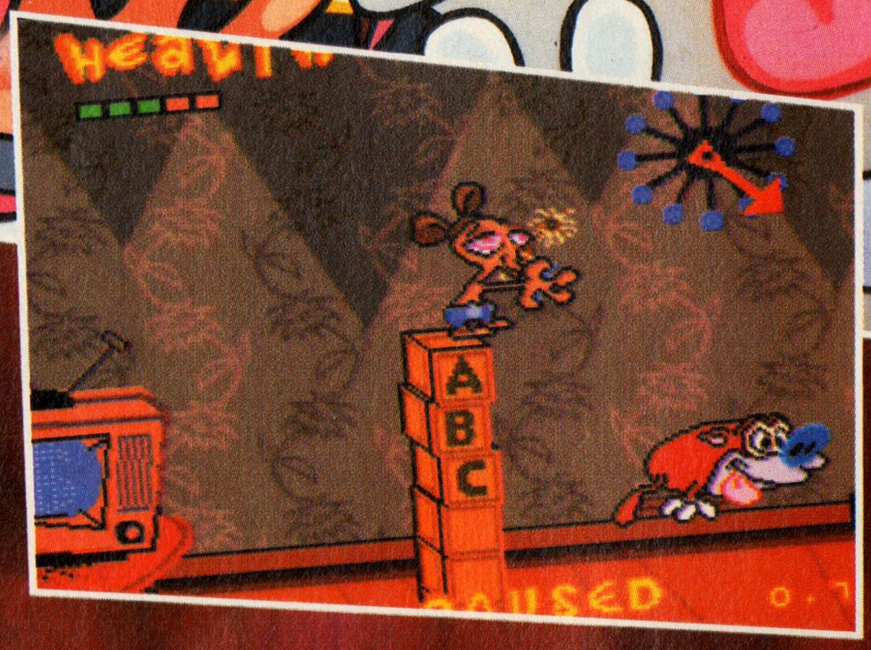
Set for a November release, expect to hear more from Ren and Stimpy real soon, and keep an eye out for our full Review.



▲ It had been a long and eventful day and Steve slouched back as he tried to caption the dull Ren And Stimpy shot. Scratching his chin, he leant forward as he sought inspiration. Sadly, it was never to come, but the space was filled anyway...



▲ Look, I'm not quite sure what's going on here. I mean, there's a horse and some soldiers, but what they're up to you'll have to decide. Oh, come on, I can't be there to hold your hand all the time...



They're bright, they're stunning, they've got more colours than you can shake a stick at. Twelve new limited edition BT Phonecards.
Sunglasses not included.

BT

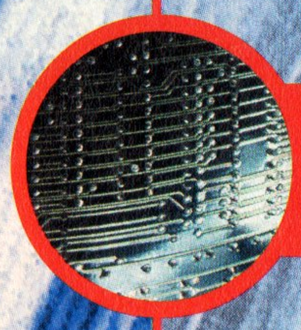
Get through to someone

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** KONAMI
- **PRICE:** TBA
- **RELEASE:** NOVEMBER
- **GAME TYPE:** MAZE GAME
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium to Tough
- **CONTINUES:** Password
- **RESPONSIVENESS:** Ger-oovey
- **1ST DAY SCORE:** Level 20
- **GAME ORIGIN:** A parody of every horror B-movie ever played like Gauntlet

CONTROLS

- **HOW TO PLAY:** Guide your little person around the top-view perspective maze levels saving as many neighbours as possible.

A SELECT WEAPON

B SELECT ITEM

X FIRE WEAPON

Y USE ITEM

L/R L: RADAR ON/OFF
R: RADAR ON/OFF

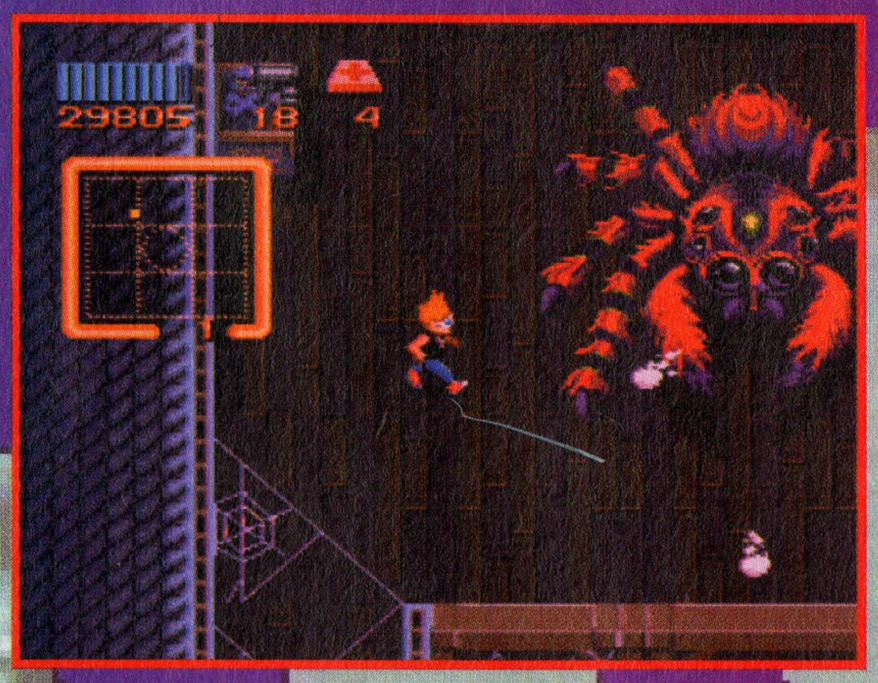
S START: STARTS/PAUSES
SELECT: NO FUNCTION

Things would never be the same for Zeke and Julie after their dad got a new job and took his family to Hammer House, Amityville. Unbeknown to just about everyone outside the place, this is the home of all the crap horror movies ever made. Not because of its cheap filming rates, not because of the friendly locals, but because of the zillions of monsters roaming around the area.

Zeke and Julie are public-spirited types and, realising that the majority of Amityville's inhabitants met premature deaths at the hands (and mandibles and claws and tentacles) of cheesy zombies and the like, decided to do something about it. Naturally the Mayor wasn't very happy with them for attempting to destroy the main source of income for the city and tipped the forces of evil off, who immediately swarmed onto the streets to defend their livelihood.

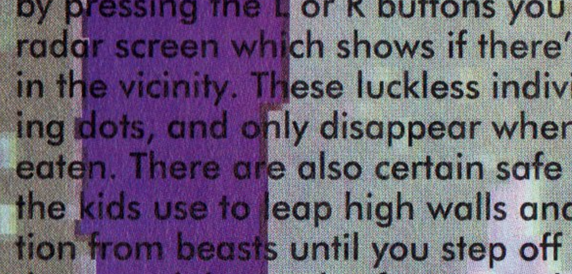
Zeke and Julie's mission is to run around the town "rescuing" their neighbours, who are for the most part, just standing around because they're used to all this terror business. Save all the townsfolk and the monsters flee the town, with the populace right on their heels looking elsewhere for gainful employment.

▲ I'd like to see the cat that drinks from this saucer. Ho ho. Steve told me to write this, so if you don't think it's funny, complain to him.



SCARY MONSTERS TO SCARE YOU

The odds might seem completely stacked against our pals, but there are a number of things to help them out. First, by pressing the L or R buttons you can call up a small radar screen which shows if there's a hostage neighbour in the vicinity. These luckless individuals show up as glowing dots, and only disappear when either rescued or eaten. There are also certain safe spots. The trampolines the kids use to leap high walls and fences provide protection from beasts until you step off them, and the pools of water and toxic waste, despite their appearance, are actually safe havens from undead attack. Therefore it's a good idea to rescue swimming or bouncing neighbours last, as they're in no immediate danger.



▲ Eeh I don't know, these shopping centre security guards seem to get younger each year!

▲ Go on, just one kiss!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

EVIL TO SURPRISE YOU

There are loads of bonuses hidden around the mazes of each level. Some of these are just lying around in plain view of everyone, while others are hidden. Searching cupboards, wardrobes, snake baskets, rubbish bins and sand dunes is a good way to uncover hidden items, although caution is advised. Certain storage areas contain purple monsters which leap out and attack our heroes!

Umihara

usive®

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

1 Steve and Andy want to work on the bins, and Zombies allows them to perfect their bin-related skills as they search them for bonuses.

2 Whenever a civilian is rescued, the player is given points for going to all that trouble - with the cheerleaders worth the most.

3 Whatever you do, don't try this at home kids - the heroes in Zombies can't swim but they get by somehow...

4 S'funny, they always have trampolines at school but you're never allowed to use them. Zombies rectifies this.

5 See the hero with the gun. See the hero shoot the baddy. See the baddy disappear only to reappear seconds later.

6 Ladieswear - going down... Complete a level and this door appears to whisk you away to the next stageroonie.

SCREAM IN TERROR!

To aid Zeke and Julie in their tireless heroism, the neighbours have left a vast arsenal of handy weapons around the homes and gardens of the neighbourhood. Once collected, each weapon is selected via the A button and fired using the X button. All the weapons have a limited ammo supply, which is shown under the little weapon icon at the top of the screen. Here's a brief resumé of each weapon:

WATER PISTOL: Your only weapon at the start of the game. Has stacks of ammunition and is effective against less powerful creatures, such as zombies, but not so hot against werewolves and the like.

SODA POP CANS: Thrown like grenades, these highly pressurised six-packs explode on contact and do a fair whackola of damage.

LAWNMOWER: Has only a limited fuel supply but is essential for getting past the deadly barbed fungus which spreads rapidly through some levels.

PLATES: One of the most powerful weapons in the game, with a good range to boot- save them for use on mummies and vampires.

TOMATOES: Normally a pretty useless weapon, but these come into their own when chucked at fruit-wary Martians.

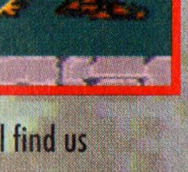
BAZOOKA: The bestest weapon going. Not only good for killing foes, it also allows the kids to blast their way through hedges, cracked walls and windows.

BUBBLE GUN: Found wherever Martians hang out, this encases an enemy in a bubble until you touch them to set them free (not a good idea). Best used against giant ants.

ANCIENT ARTIFACT: This crumbling relic encircles the user with a ring of holy flame which instantly destroys werewolves and mummies but is slightly less effective against other horrors.

ICE POPS: Usually a bit feeble, these iced treats come into their own when lobbed at those annoying Jelly Blobs, thereby freezing them to death.

FIRE EXTINGUISHER: Freezes any opponent, but only for a short time. Handy when you have to dodge out of a corner.



SILVERWARE: Silverware being made out of silver an all, these knives and forks are dead handy when it comes to battling werewolves.

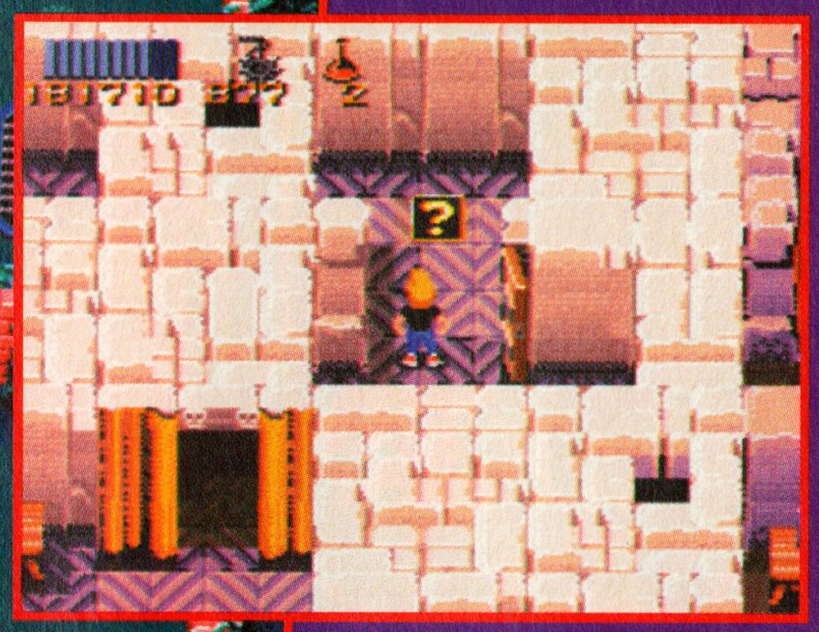
▲ Any evening, any day. You will find us Lambeth way...

Zombies

SCARED WITLESS

Throughout the game you will stumble across items that are inscribed with a question mark. Collecting these will enable you to enter a bonus level where loads of goodies can be collected.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM



▲ "Little Blue. Little Blue. Why do they call you Little Blue?" Anyone remember that? No? Well I am a bit of an old fart really anyway - Steve.

FREEZE WITH HORROR!

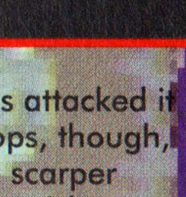
Both Zeke and Julie both have a second item slot. The gear contained in this cubbyhole includes both offensive and defensive stuff, selected with the B button and used with the Y button. They are:

GHOST KID POTION: Become invincible by drinking this blue gunk! Works for a limited period only.

DECOYS: Release an inflatable clown decoy and watch those hordes of monsters home in on it instead of you. Once it's attacked it pops, though, so scarper sharpish.

KEY: A key is automatically used every time your character walks into a locked door, so there's no selection hassles when you're running away.

SKELETON KEY: Only obtainable after dealing with particularly large monsters, these grant access to the skull doors found in some levels, with something very rewarding usually hidden behind the portal.



RANDOM POTION: The effect of this drink could be beneficial, or it could be very bad indeed. Only for use in emergencies.

PANDORA'S BOX: Open the box and it unleashes mysterious forces of the Netherworld, destroying all monsters on screen - or severely damaging very huge ones.

MONSTER POTION: The red potion temporarily transforms your character into an invincible super-beast with fists the force of bazookas and the ability to pound through walls, hedges, windows and other poundable stuff.

SPEED SHOES: Endows your monster hunter with, surprise surprise, super speed.

FIRST AID KIT: Fully replenishes your energy bar. Best used when your damage meter is at its lowest ebb for maximum effect.

▲ Don't look in the cupboard whatever you do. No don't look... Don't... Gnnn!!!

COMMENT

RAD

Hurray! Konami have once more given us a well-deserved break from platform games and one-on-one beat 'em ups. Zombies is a highly original new game with loads of action. There's tons of weapons and a heap of monsters, all of which require different tactics to defeat - avoiding the usual run 'n' shoot affair. Zombies also has that rare game commodity - a sense of humour. For once, here's a game which is actually funny. The forty-five levels of the game get really hard after about the first ten, which ease you into the swing of things - ensuring it'll take you yonks to finish the game. Even then it's such good fun you'll go back and play it until you know where all the bonuses are and you've been to all the bonus levels and seen everything about a hundred times. Original, enjoyable and challenging, Zombies is one of the best Super NES releases of the year.

RAD

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SHOCKS TO MAKE YOU JUMP A BIT

There's a whole host of terrifying horror legends stalking the Zombies' many levels. Some of them are pretty feeble and take the merest squirt of water to dispose of, while others are a lot tougher.

▼ Mummy wow. I'm a big boy now!

▲ Zombies - The only game to feature Steve Merret in the nude. Actually it's a Snakeoid.

COMMENT

STEVE

This is, without a doubt, one of the best games I have ever played. Zombies takes ideas from virtually every B-movie I've seen and incorporates them into a funny and immensely playable game. Running around the assorted levels, avoiding chainsaw-wielding fiends and Evil dolls is brilliant fun, and Konami's graphic style is present throughout - ensuring most of the B-movies stars are instantly recognisable. There's plenty to shoot, collect and avoid, and although there's a handy password system you won't complete this in a hurry. One gripe: it's a little unfair when there's only one civilian to rescue and the zombies get to them before you can get your bearings. Basically, Zombies is like a breath of fresh air. It's by no means original, but it looks great, plays brilliantly and is as varied a game as you could ever ask for. As far as I'm concerned this is the best game of the year so far - and I can't see anything changing that for ages.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 87

▲ Great intermission effects and an interesting title screen.

▼ No options.

GRAPHICS — 90

▲ Great sprites and backgrounds. Perspective is perfect and the detail and the use of colour is smart.

SOUND — 92

▲ Atmospheric music accompanies each level and the effects are groovy.

PLAYABILITY — 94

▲ Really easy to get the hang of, loads of variety, good controls, and suitcases of fun.

LASTABILITY — 95

▲ Forty-five levels await ye, and even when you've managed those you'll still play it.

▼ Password system makes it a bit easier.

OVERALL — 94

One of the most inspiring new releases in years. You really, really have to buy this.

AND YOU THOUGHT DR. FRANKEN WAS GOOD .....

Dr. Franken II™

2 Mbit Power

DESIGNED AND DEVELOPED IN GREAT BRITAIN

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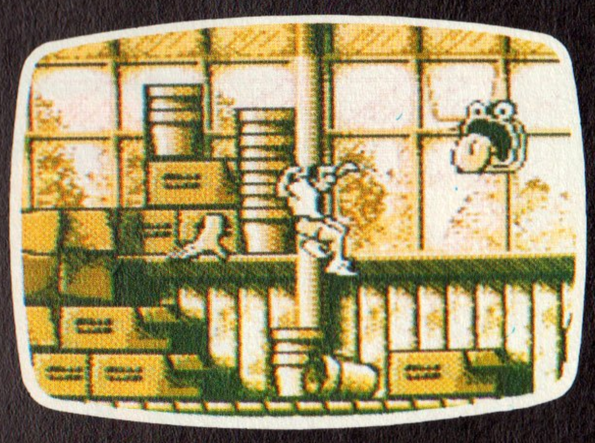

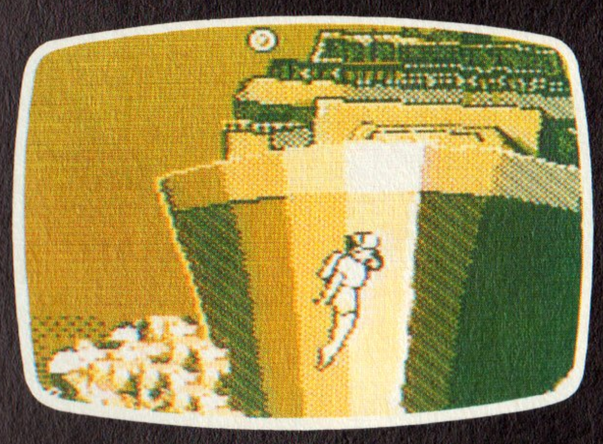

Franky is back – with new levels and new challenges, but hurry . . . time is running out!!

- 7 completely new locations, 140 rooms in 12 different buildings.
- 6 large areas, arcade style scrolling sections.
- All in game text in any one of 7 different languages.
- Complete save game 'facility'.
- Large scale design and multi frame animation give character sprites remarkable authenticity.

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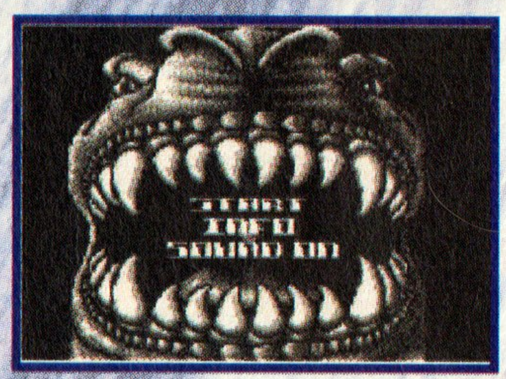
Telephone: + (44) 922 55852, Facsimile: + (44) 922 743029.

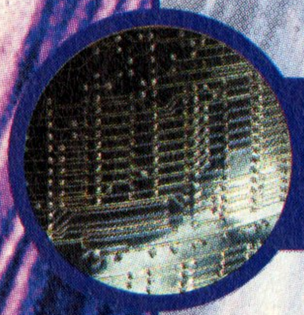
REVIEW

GAME BOY



CART SPEC

- **BY:** OCEAN
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** ADVENTURE
- **CART SIZE:** 1 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** HARD
- **CONTINUES:** INFINITE
- **RESPONSIVENESS:** OK
- **1ST DAY SCORE:** LEVEL 2
- **GAME ORIGIN:** Ocean's hand-held conversion of Spielberg's blockbuster film. Oh come on - you must have seen it by now.

CONTROLS

- **HOW TO PLAY:** Guide Doctor Al around Jurassic Park, attempting to save the kids and not get eaten.

A JUMP

B FIRE

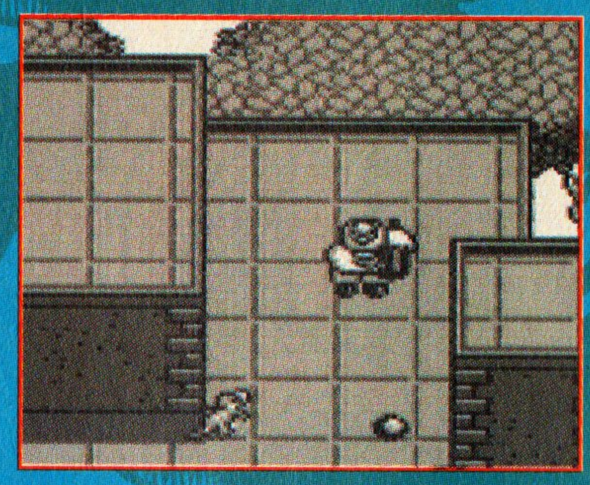
S SELECT: NO FUNCTION

S START: PAUSE

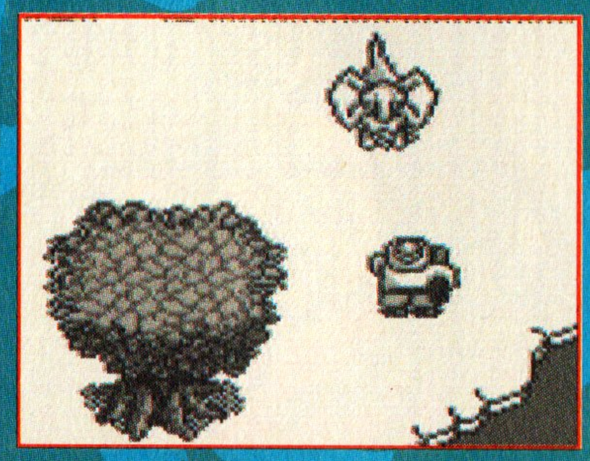
NINTENDO 44

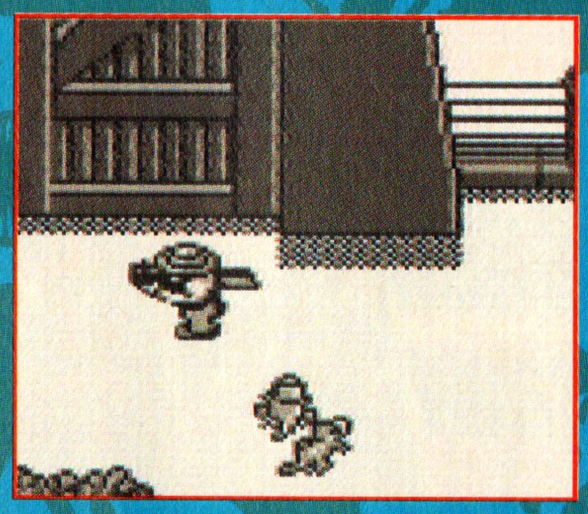
Where does his power come from? His beard? Yes! Maybe the secret of his success is hidden deep within that facial foliage. Who knows? Be he jammy or a genius, Steven Spielberg has a habit of coming up trumps with more or less every project he turns his mind to. His latest flick...what's it called?...Jurmanic Bark?...is working its way onto more or less every console format, and now it's the turn of the Game Boy to receive the dino treatment.

Guide Dr Alan Grant about the varied environs of Jurassic Park in an effort to secure the safety of two lovable kids, Tim and Lex. Stalked continually by an unsavoury horde of prehistoric monsters, it's important that Al gets his hands on the ammo scattered about the park. Another preoccupation of our hero is collecting or destroying the required number of eggs to gain a pass card to access areas or computers. Only by searching everywhere thoroughly is Doc G likely to figure out where all the eggs are and match up the right computer to the right pass card. Simple, eh?



▲ Fetch, boy (We're just not funny any more)!



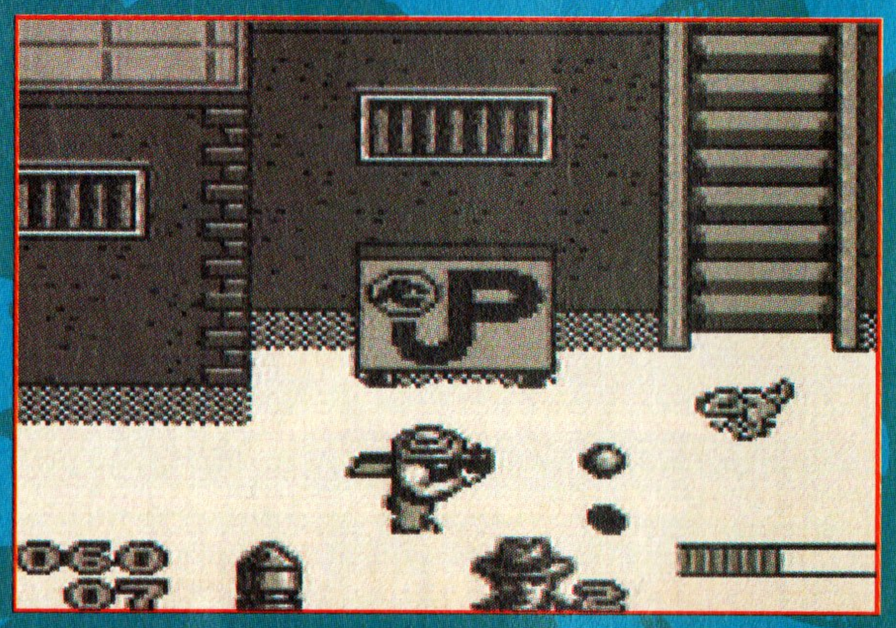


▲ Grant's confidence as he fired was dimished as he realised his weapon was a Super Scope.

COMMENT

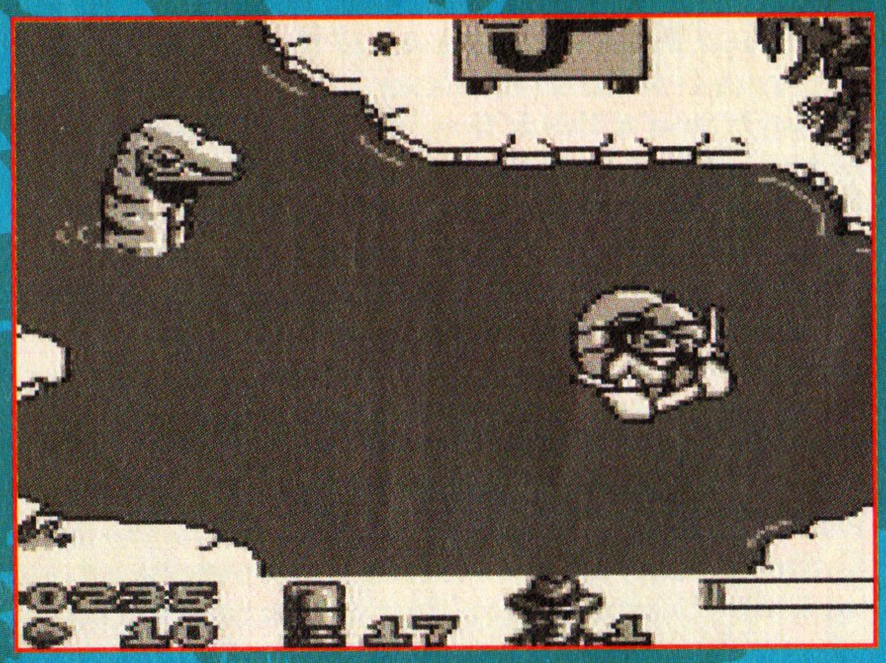
RAD

Game Boy Jurassic seems like the perfect hand-held game. It's split into a series of playable stages which, although a little dull at times, are pepped up with the addition of stampede, boat and T-Rex scenes. The actual egg-searching scenes prove enjoyable enough, but wandering to and fro in search of the necessary passcards can get a little dull - especially when an unseen Raptor knocks you over and there's nothing that can be done about it. In terms of presentation, JP is extremely good, with loads of smart graphics and a really impressive front-end which even details the dinos on the island. A different approach to the movie tie-in from Ocean and probably their best hand-held game yet.



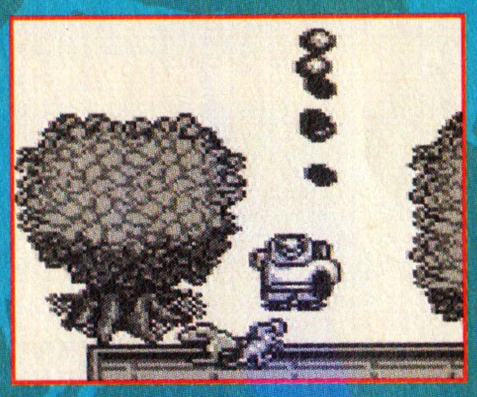
DON'T WORK WITH DINOSAURS OR CHILDREN

Little Tim's equally obnoxious sister Lex is hiding in the Tyrannosaurus pen. As in the rest of the game, Alan has to collect eggs and ammo in an attempt to rescue Lex and raise the electric fence. Whenever the T-Rex is on screen the only defence Alan can use is to stand completely still, because Rex can't spot things unless they move. Once he's stomped off or turned his back it's safe to move again.



▲ Damon's boat-racing days were numbered (NMS Force Novellas Inc).

▲ The Game And Watch version.



▲ A trail of eggs. It's the Easter Bunny!

STONE AGE FAMILY

Everyone knows about old T-Rex and his big teeth and all that, but he wasn't the only dinosaur roaming around in prehistoric times. In Jurassic Park there are more than one kind of dino to deal with. Most common is the baby 'Raptor - which doesn't inflict particularly heavy damage but there are plenty of them to watch out for. Similarly, look out when you're going past bushes because a Dilophosaur could well spring out, spitting toxic spray. The fully grown 'Raptor is one of the most ferocious and cunning of the dinosaurs in the game, and possesses the ability to track DG - and by golly it's a devious little fellow. Equally dangerous - if not so cunning - the Tyrannosaurus Rex proves highly dangerous, particularly when Alan is trying to save Lex. And who can blame the poor creature for that? It is his dinner, after all.

COMMENT

ROB

Thankfully the programmers of Jurassic Park have resisted the temptation to crank out your average platform game. There's plenty of variety in this Game Boy conversion (which follows the NES version more or less to the letter) and the result is far from easy. The action is quite frantic, right from the opening where you have to rush back and forth looking for eggs and picking up ammo to fend of the multitude of attacking dinosaurs. There are some game quirks that prove particularly frustrating at times, though. The precision required simply to get through doors can leave you stuck and under attack - and this points to further problems with collision detection at times. While it may not seem like a big deal, when a game gets tough like this one, you feel immensely cheated because it can cost you a life or the whole game. That said, it's good to see that Jurassic makes a real effort - even if the designers have been fairly flexible with the plot. Dinomaniacs won't wow to this as much as the film, but it's a worthy purchase nonetheless.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE			■	■
REFLEXES			■	■
ORIGINALITY			■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK		■	■	■
MONTH		■	■	■
YEAR		■	■	■

PRESENTATION — 84

▲ Plenty of information about the dinosaurs.

▼ A password system would save time.

GRAPHICS — 76

▲ Some groovy graphics in the intro sequence.

▼ Game graphics are pretty average.

SOUND — 76

▲ The Jurassic themes are successfully transposed.

▼ There are few sound effects and what there are aren't too impressive.

PLAYABILITY — 85

▲ The game is easy to get the hang of and there are lots of different tasks to achieve.

▼ The collision detection means you have to be a little over-precise at times.

LASTABILITY — 82

▲ The tasks are very tough and involve a lot of scurrying around and brainwork.

▼ Once you've figured something out there is little incentive to go through the process again.

OVERALL — 83 JURASSIC MARK

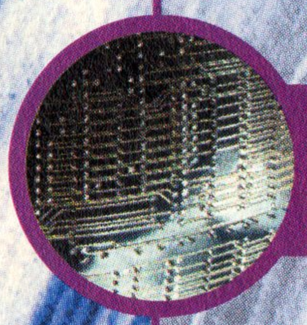
A good interpretation of a great film which, while not a classic, sports many original features and does the movie proud!

REVIEW

Nintendo® ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** OCEAN
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** ADVENTURE
- **CART SIZE:** 4 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** PRETTY HARD
- **CONTINUES:** 4
- **RESPONSIVENESS:** OKAY
- **1ST DAY SCORE:** Killed a few dinosaurs.
- **GAME ORIGIN:** Based on the blockbusting film everyone's heard of by now and probably seen twice.

CONTROLS

- **HOW TO PLAY:** Guide your little Alan Grant around Jurassic Park, not being eaten by dinosaurs and preserving his three energy bars.

A — Shoot

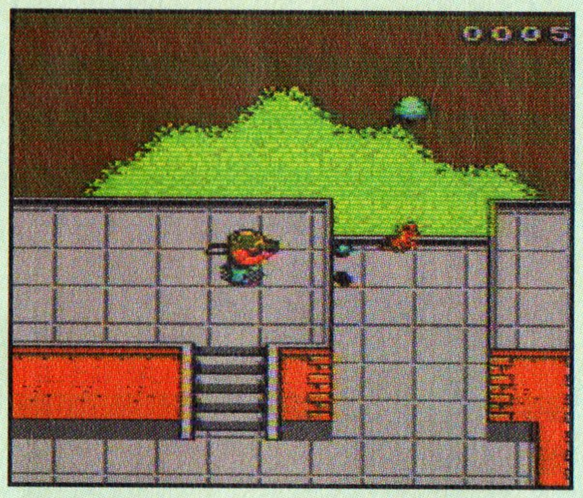
B — Jump

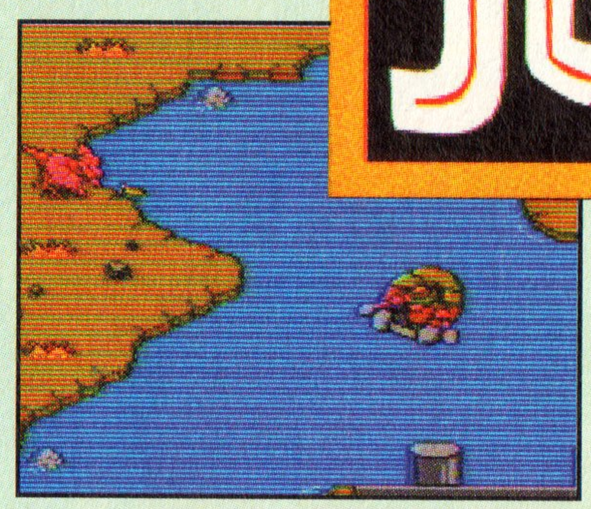
S — SELECT BUTTON: Select ammo

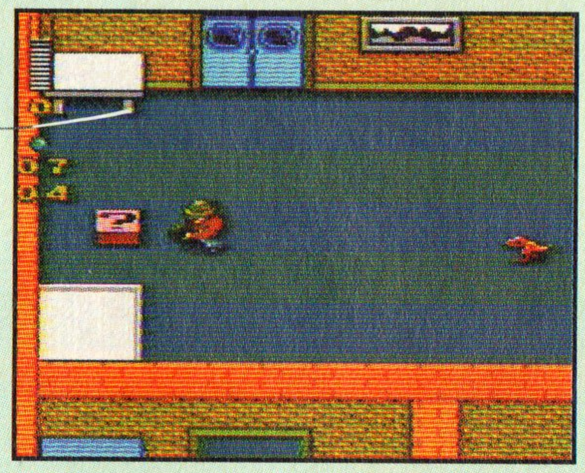
S — START BUTTON: Pause/unpause

Jurassic Park - the movie of the century! The most amazing breakthrough in cinema history. Yeah, sure. The way everyone's talking about it you'd think they'd actually found a way of cloning dinosaurs in real life or something. I mean, Ray Harryhausen was doing all this dinosaur stuff in Jason and the Argonauts years ago but he didn't get twenty billion dollars and a Royal premiere. Cinematic genius my backside. It's just a bunch of people running around some fields with some pretend fossils legging it after them. And Richard Attenborough's accent is crap too.

Anyway, some people might not have seen it, so I won't ruin the "plot" for them. Not that you really need to hear it anyway because, surprise surprise, the game of Jurassic Park bears almost no relation at all to the film whatsoever. Suffice to say, however, this is an overhead-view multidirectionally-scrolling exploration game where the player controls Dr Alan Grant on his quest to save a couple of brats and halt the march of the deadly dinos using only his large shotgun and ammo of varying efficiency, which he finds along his way.







▲ Do you remember this bit from the film, the bit where Alan Grant goes to get his sandwhiches and is followed by a baby raptor? No, neither do I!

COMMENT

STEVE

Ocean's NES games are - with the odd exception - getting to be the best for the machine recently, and Jurassic Park is another worthy title to add to the pile. Granted, the programmers have taken more than a few liberties with regards to the plot, but in terms of gameplay NES Jurassic is sterling stuff. The wandering around collecting or blasting eggs proves entertaining enough - if a little unfair thanks to some over-zealous baby Raptors - and the intermission screens featuring the stampede and the T-Rex are excellent. In addition, smaller touches, such as the inclusion of Mr DNA, make for a game which not only takes a ideas from the film, but expands upon certain elements. I was expecting NES Jurassic to be a bit of a toady, but in fact it rates as one of the best film tie-ins ever to grace the machine.

▲ And this bit too. I don't remember this either!

REVIEW

Nintendo® ENTERTAINMENT SYSTEM

GODZILLA

Each level of Jurassic Park starts in the same way. Grant has to leg it around a section of the park collecting or destroying dinosaur eggs before they hatch. Once he's got all the eggs in one section, Grant is rewarded with a pass card. This allows him to enter one particular building or access one certain computer. Once inside a building, Granty has to repeat his egg-collecting to get the next card. This culminates in a frenzy of crazed computer accessing where the required task (opening a gate, shutting off an electric fence) is carried out via the mainframe.

ONE MILLION YEARS BC

One of the most exhilarating moments of the film has to be the triceratops stampede, where Dr Grant and his merry band narrowly escape death at the feet of a million charging herbivores. Actually, that's a bit of an in-joke for people who've seen the movie, because none of that happens at all. Ho ho. However, the game is a different matter, and a triceratops stampede is most certainly in evidence. It is the players job to guide Grant through this terrifying ordeal. To make it more difficult, little Timmy is hanging on to his belt. Every move Grant makes is shadowed by Tim, so it's essential to keep not only Grant but Tim out of the way of the herd.

THE LAND THAT TIME FORGOT

Tim's sister, Lex, is also pretty nifty when it comes to getting herself into situations of extreme danger. In order to protect herself from the roaming dinosaurs, she decided to hide in the Tyrannosaurus Rex pen. Smart move. And guess what? It's lucky old Dr Grant's job to save her from being horribly eaten. This is made a bit easier by the Tyrannosaur's poor eyesight, which tracks only by movement. This means that so long as the pair remain perfectly still whilst the Rex is on screen and only move when it roams off or turns its back, they're safe. Attempting to run away whilst the King of the Tyrant Lizards is about usually results in a swift and fairly unpleasant death.

REVIEW

Nintendo® ENTERTAINMENT SYSTEM®

WHEN DINOSAURS RULED THE EARTH

There are a number of dinosaurs in the game, nearly all of which appeared in the film. When the smaller ones are killed, they leave behind a couple of shots worth of ammunition for Grant's gun, which is quite nice of them. Here's a listette of the major ones:

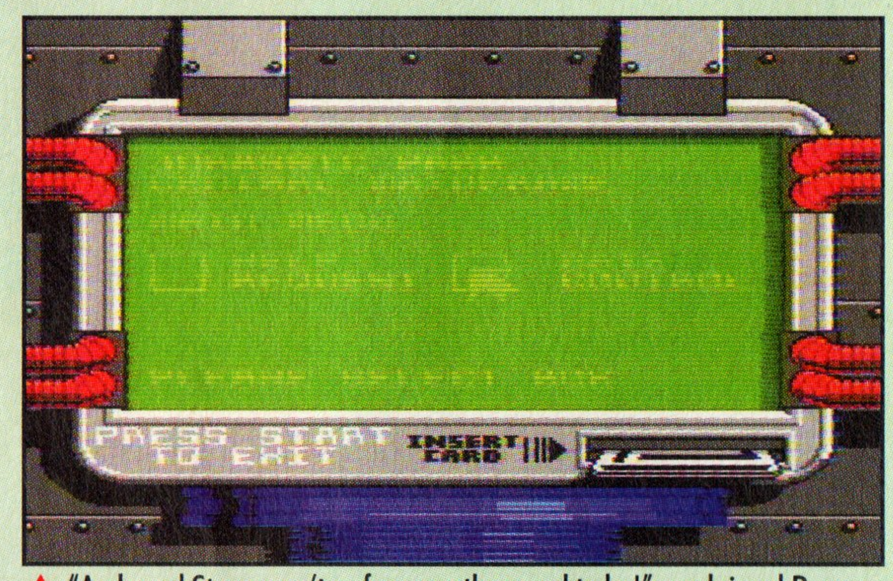
BABY VELOCIRAPTOR: There was only one of these in the flick, a cute little one that hatched out of an egg in one scene. However, there are hordes of them in the game, all ready to bite the Doc's ankles and sap his energy.

ADULT VELOCIRAPTOR: Fast moving predators who hide in trees to ambush Grant and then follow him until one of them is dead. It's a good idea to shoot these sharpish.

DILOPHOSAUR: A small dino with a big frill around its neck. Spits acid at Alan and also bites if he's in range. Probably didn't spit acid in real life, but who cares apart from fossil folk?

TRICERATOPS: Everyone's favourite dinosaur. There's loads of them in the game, but there's only one in the film. And that's ill.

TYRANNOSAURUS REX: Huge, scary dinosaur with a tendency to eat everything that moves. Appears throughout both film and game, and you'd be disappointed if it didn't.



▲ "Andy and Steve aren't as funny as they used to be!" proclaimed Dave. "I'll write my own captions from now on and the kids will love me instead!"

COMMENT

RAD

Once again, a game-of-the-film reaches a console and takes a bit of "artistic license" with the plot. Mind you, the makers of Jurassic did actually stick fairly close to the fantastic movie, apart from adding the river and stampede scenes. And the guns. And a couple of other things. But most importantly, they didn't turn it into a platform game! Hooray! And what's more, the game they came up with is actually pretty splendid! Double hooray! The action is pretty tough, especially as the dinosaurs are semi-intelligent, ambushing and tracking Grant. There's also plenty of variety, although the egg-collecting bits at the start of the levels lose their appeal a little after a while. Still, the graphics are great, the game is action-packed and original and it captures the atmosphere, if not quite the story, of the ay-may-zing flick perfectly.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 83

▲ Great in-game presentation and smart options screen.

▼ Getting past all the faffing at the start is a pain.

GRAPHICS — 86

▲ Chunky and colourful sprites, with the dinosaurs being particularly impressive.

▼ Not much 'twixt-level variety.

SOUND — 80

▲ Pretty decent tunes and effects which, while unremarkable, carry off well.

PLAYABILITY — 89

▲ Lots of variety and a hefty challenge. It's great fun.

▼ Egg-collecting can be a bit of a drag after a while.

LASTABILITY — 90

▲ Long and taxing with plenty to keep you going.

OVERALL — 88 JURASSIC MARK

A great conversion of an even greater film. Certainly does justice to the movie.

THE PREMIER FOOTBALL GAME .....

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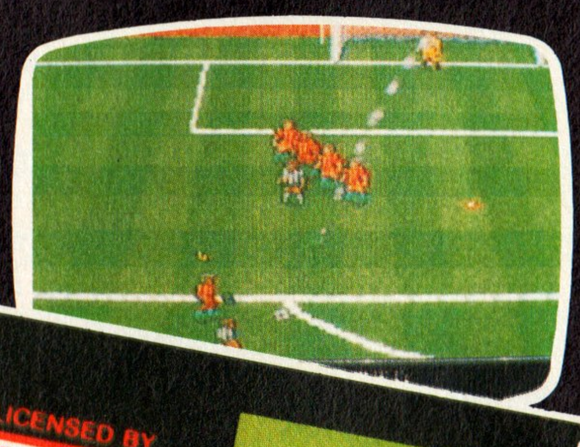
– Dominik Diamond

"A REALLY BRILLIANT SPORTS SIMULATION, FOOTBALL FANS ARE GOING TO GO MAD ABOUT IT" – Industry Personality Julian Rignall



- 6-A SIDE INDOOR OPTION
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REVIEW

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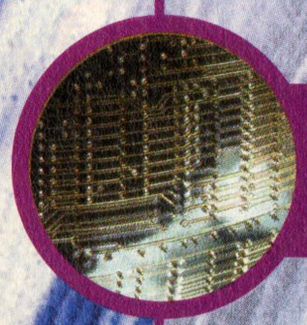
CART SPEC

- **BY:** CAPCOM
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** BEAT' EM UP
- **CART SIZE:** 4 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** 2
- **RESPONSIVENESS:** Mighty good
- **1ST DAY SCORE:** Power level five, round five
- **GAME ORIGIN:** Final Fight, the coin-op, is the forerunner of the beat 'em up as we know it. The many home conversions of the game proves its popularity.

CONTROLS

- **HOW TO PLAY:** Control one of three vigilantes in their rage against a city spoiled by crime. The trio have individual combat capabilities and helpful power-up items are available on occasion.

A — JUMP

B — ATTACK

S — START: START/PAUSE

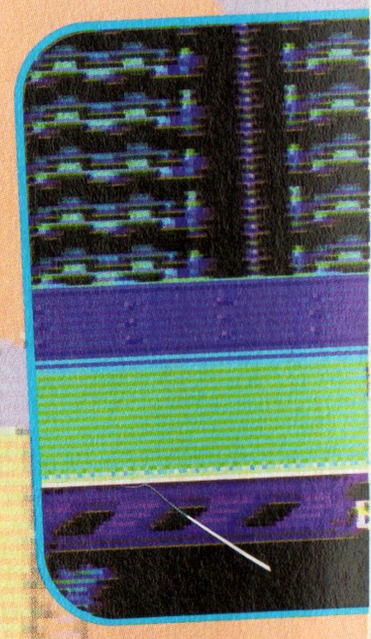
S — SELECT: NO FUNCTION

So, Final Fight finally makes it to the NES! Or does it? Well not exactly. Capcom have taken this most excellent of beat 'em ups and transformed everything into something very special indeed. The result: Mighty Final Fight. Of course, an NES interpretation of the original game was always going to suffer in the translation, so Capcom's revised version has each and every character of the game 'super-deformed' - the Japanese term for making them child-like. It's easier if you just take a look at the graphics to see what we mean.

The changes don't end there either. Haggar, Cody and Guy - the three heroes from the arcade original - each have new special moves which all promise more exciting gameplay than ever before. Lead one of the trio through the five districts of Metro City's gangland in a battle against some crooks known as the Mad Gears. Their mission, as ever, is to defeat the gang and thus restore peace and bring justice to call.

Mig Fin

▲ "Hmm," Cody thought, "those prints resemble those of the Carthoid gang. Could they be back?"



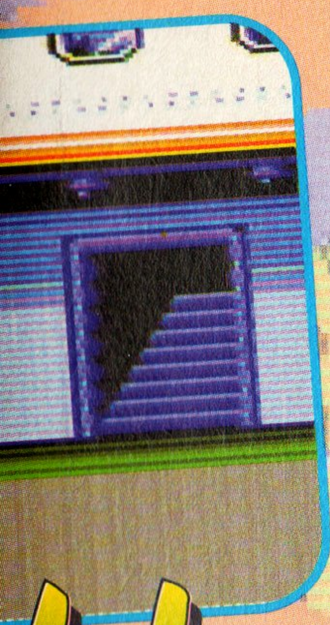
MIGHTY MEN

Metro City is in a very bad way. The Mad Gears are a loony lot whose only signs of restraint are the spiked dog-collars decorating their necks. Their chosen name says it all, and it helps that the trio of men at the player's command are more than a match for Mad Gear dirty tricks...

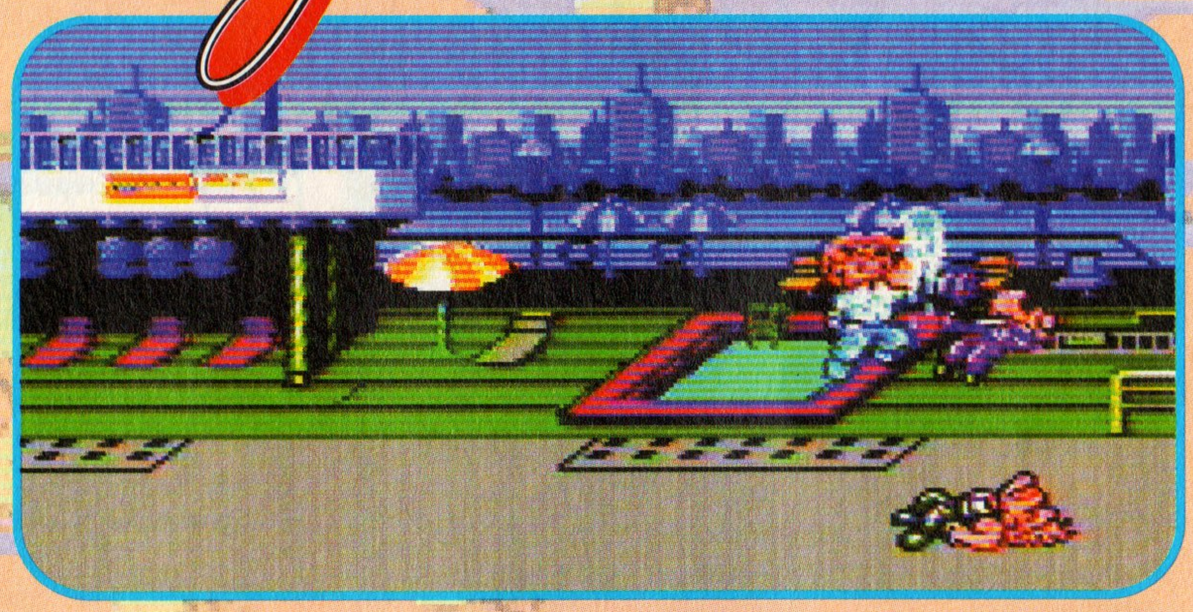
Haggar: A professional wrestler and the Mayor of Metro City. Haggar's size is intimidating, though not half as intimidating as his punishing fists! Size makes him cumbersome - even in this child-like state - so his power accounts for a lack of speed. This isn't too much of a problem, though, as his flurry of punches are followed by a heavy drop-kick. Upon grabbing hold of an attacker the big man may either head-butt, slam them into the ground or perform a spectacular suplex! Finally, when in trouble, Haggar's spinning clothes-line turns the situation his way.

Cody: Cody's self-disciplined, street-fighting tactics rely heavily on his fists. Signs of a misspent childhood perhaps? A flaming dragon-punch acts as the full-stop to his sentence-of-death combos and Cody's jumping-knee attack often startles his enemy. A cornered Cody has a spinning-kick for escape purposes.

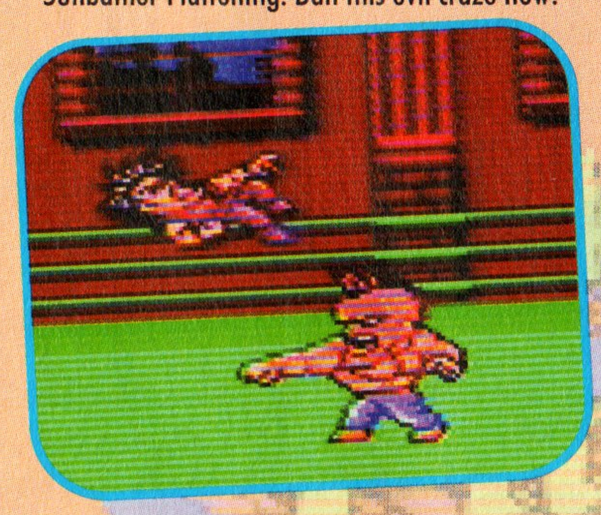
Guy: A martial-arts expert, what Guy doesn't know about self-defence isn't worth knowing! Just watching him dispatch the Mad Gears with lightning-fast punches and snappy somersault kicks is enough to get the message across - there's no messing with this Guy! Like Cody, Guy's most effective defensive move is his spinning-kick, although Guy's is far more impressive in its execution.



Mighty Final Fight



▲ A vicious new crime sweeps the streets - Sunbather Flattening. Ban this evil craze now!



REVIEW

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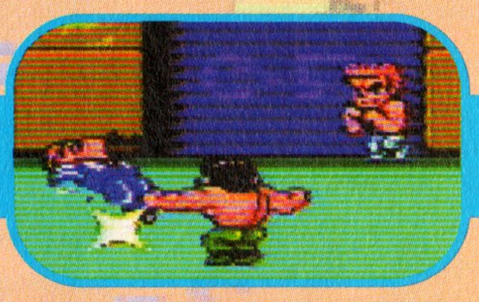
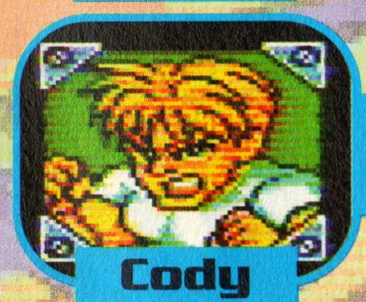
COMMENT

PAUL

Although Mighty Final Fight is fun, it is still a bit of a disappointment. Due to the NES' relatively poor sprite-handling capabilities there are only ever two medium-size enemies on screen at any one time and none accompany the slightly larger end-of-level bosses - so action-packed this isn't. I hate to sound like a misery but the ensuing events are very predictable from the start, with only the end-level bosses providing any real tactical variation. Both bonus stages are a let down - barrel smashing is no match for car trashing, especially when the same opportunities crop up during the rest of the game. As usual, Capcom's character designers hold everything together with their distinctive style, but the host of impressive moves are largely redundant when a few swift punches fare just as well. This is a good game, but not great - and I'd suggest caution before handing over the cash.

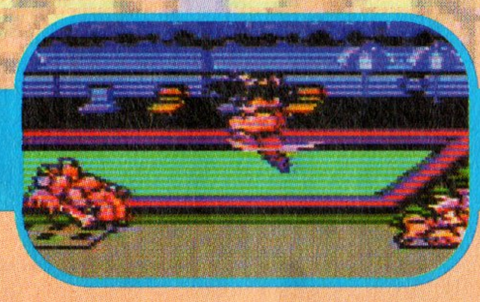
Haggar

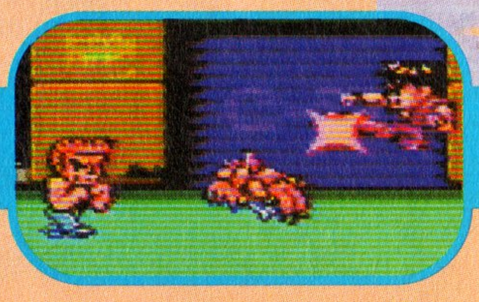




Cody

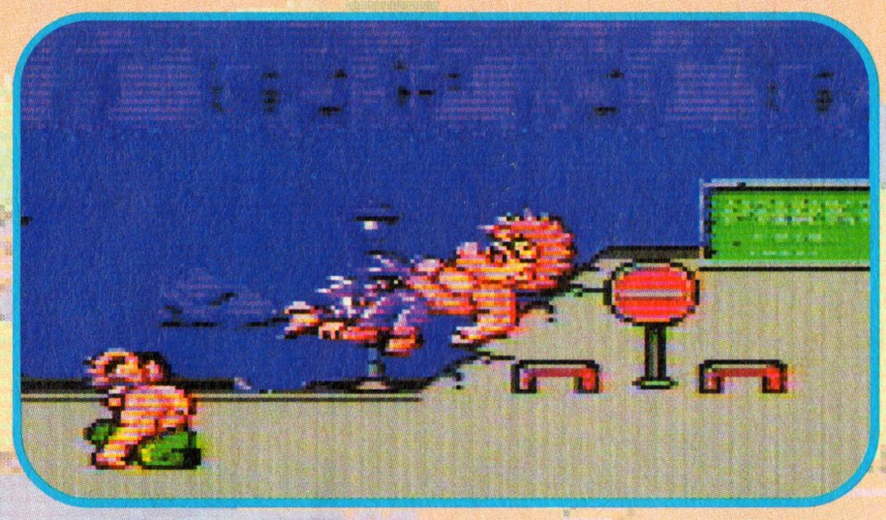
Guy





REVIEW

Nintendo ENTERTAINMENT SYSTEM



GEAR STICK

Mad Gear representatives have control over five major areas of Metro City: The Slums, Harbor Town, The Factory, Bay Area and Riverside. In charge are four of the largest, meanest and grubbiest dudes the city has ever seen - other than Haggar each morning before his bath.

Damnd: At first it appears that Damnd is doing a runner - not so! Having tricked your chosen desperado into falling down a pit, Damnd begins his attack. Be wary of this guy's hammering fists and be careful not to lose concentration when you laugh at his bunny-hopping.

Sodom: Obviously this chap believes in self preservation. All that armour is highly unnecessary and it's a miracle Sodom can even move! Surprisingly, Sodom is the swiftest mover of all the boss characters, using his samurai swords to slice and dice his way to victory.

Abigail: We have our doubts about Abigail. First he chases after your fighter with his fist clenched then proceeds to hug and kiss them to death. Very dangerous...

Gomorrah: Sodom's twin brother is twice as angry and doubly daring with his swords. Not pleasant at all!

COMMENT

Mighty Final Fight packs everything you might expect from the average beat em' up. There are plenty of individual fighting styles and special moves, loads of tough enemies to take on, scattered weapons to help and numerous power-ups. The backdrops manage to capture that street feel with some success, everything moves smoothly and there's hardly any sprite flicker. In spite of this though, Mighty Final Fight still fails to seriously impress. Things rapidly get quite monotonous. Even with the variety of moves at your disposal, attacks are simply a case of pummelling in with some enthusiastic button bashing. Mighty Final Fight is also too easy for most, something that is made more of a problem by the fact that the game doesn't come with a difficulty option. As far as NES beat em' ups go Mighty Final Fight rates highly, but for me it's just far too ordinary.

ROB

MIGHT TO THE MAX

Before mighty Final Fight, the thought of successfully injecting a beat 'em up with the kind of feature usually found in RPGs seemed unlikely. Yet Capcom have achieved a compromise by providing Haggar and company with experience points for every foe they fell, coupled with a six-barred power-meter. For every predetermined number of experience points gained, a bar on the meter lights up - with six full bars representing max power. However, it's at the five-bar rate where the fun starts because the lads receive these *extra* special moves!

Dash Smash: Haggar is the sole purveyor of this crushing tactic. With arms spread wide, Haggar launches himself at the enemy...

Sonic Wave: Cody makes waves with this long-distance, tactical move. A shock wave bowls the Mad Gear members over like skittles.

Dragon Kick: With the power of the dragon at his heels, Guy's killer move is a flaming variation of the Wheel Kick.

NINTENDO 52

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 86

▲ A cute variation of the coin-op's intro sequence is supported by a bold character selection screen.

▼ No game options.

GRAPHICS — 89

▲ The foolproof Capcom design team provide the game with a distinctive appeal.

▼ There is an annoying amount of flicker.

SOUND — 83

▲ Cute NES remixes of the Final Fight classic themes. The spot effects during the bashing are smashing!

PLAYABILITY — 75

▲ The game plays well and is irresistible at first. All three characters are great fun to control.

▼ It soon becomes obvious that only the most basic of tactics are required in most situations. Bah!

LASTABILITY — 72

▲ The fab packaging and overall feel of the cart make it a great game to have around for a laugh. There's a great feeling about it all somehow.

▼ But its lasting appeal is limited due to the lack of variety and challenge.

OVERALL — 77

Though we like Mighty Final Fight a lot because it's cute and funny, it doesn't offer the action required by great beat 'em ups. Shame.

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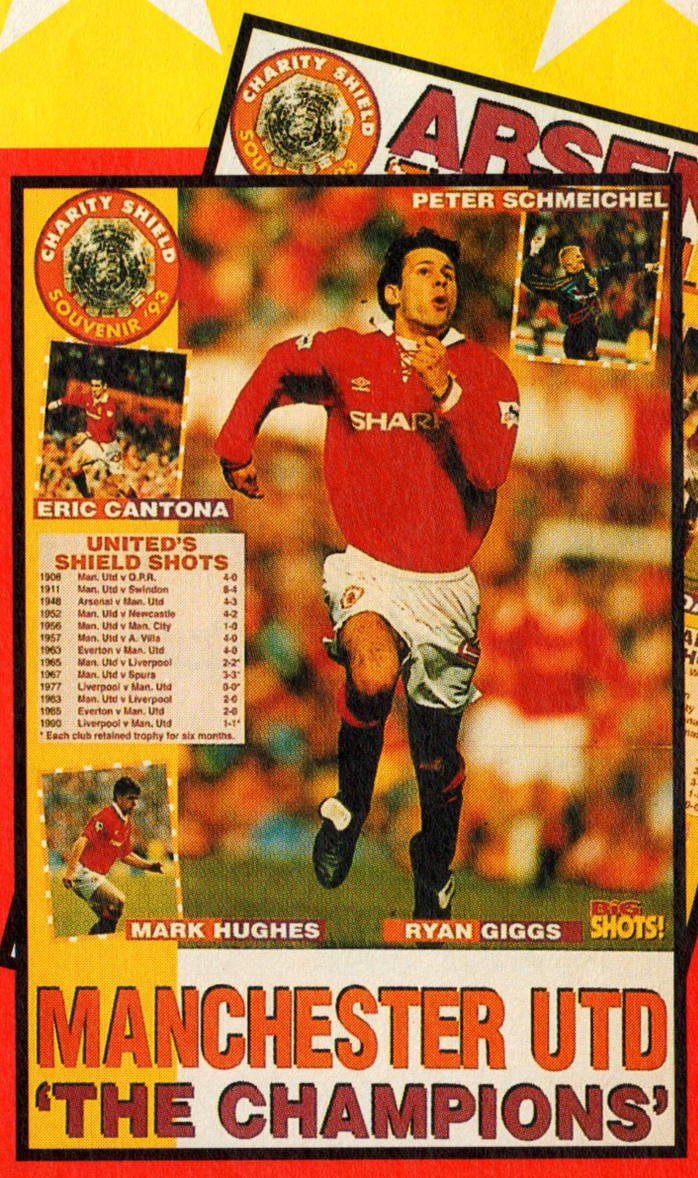
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1952 Man. Utd v Newcastle 4-2
1956 Man. Utd v Man. City 1-0
1957 Man. Utd v A. Villa 4-0
1963 Everton v Man. Utd 4-0
1965 Man. Utd v Liverpool 2-2*
1967 Man. Utd v Spurs 3-3*
1977 Liverpool v Man. Utd 0-0*
1983 Man. Utd v Liverpool 2-0
1985 Everton v Man. Utd 2-0
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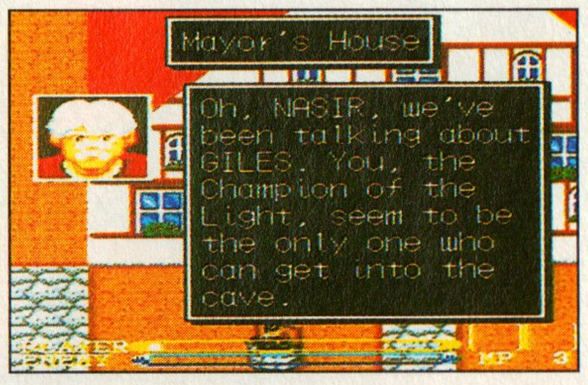
The Problem's clear


Mayor's House
Oh, NASIR, we've been talking about GILES. You, the Champion of the Light, seem to be the only one who can get unto the cave.
PLAYER
ENEMY
MP 3

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WITH BATTERY BACK-UP

KEMCO

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NINTENDO HELP SYSTEM

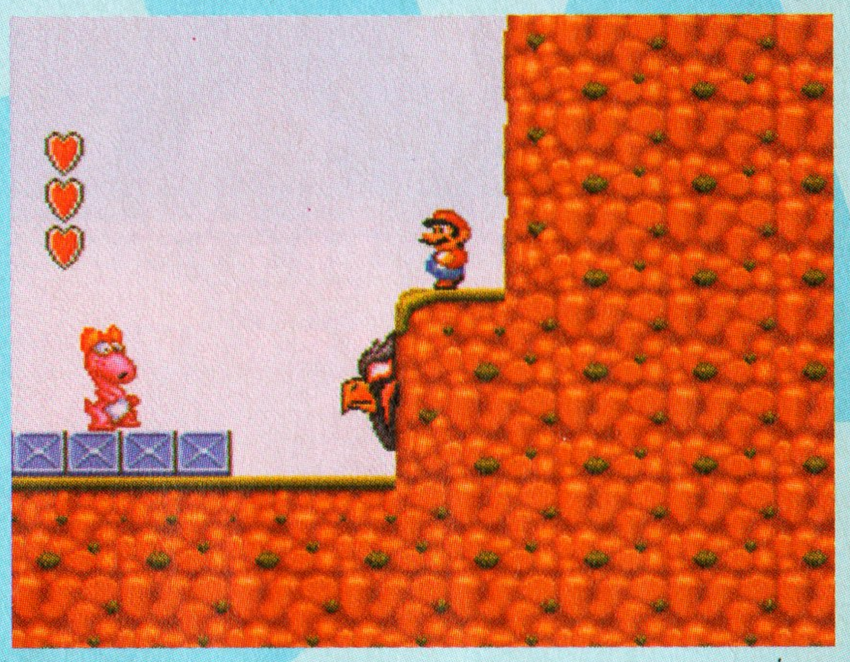
NHS

WELCOME!

Dear Nasty Guy Mike. I am stuck in the Mario Worlds and my parents have started talking in French and ignoring me. Can you help?
Mike: Read the chuffing guide you sad Paul Davies-esque cakkagibbon.

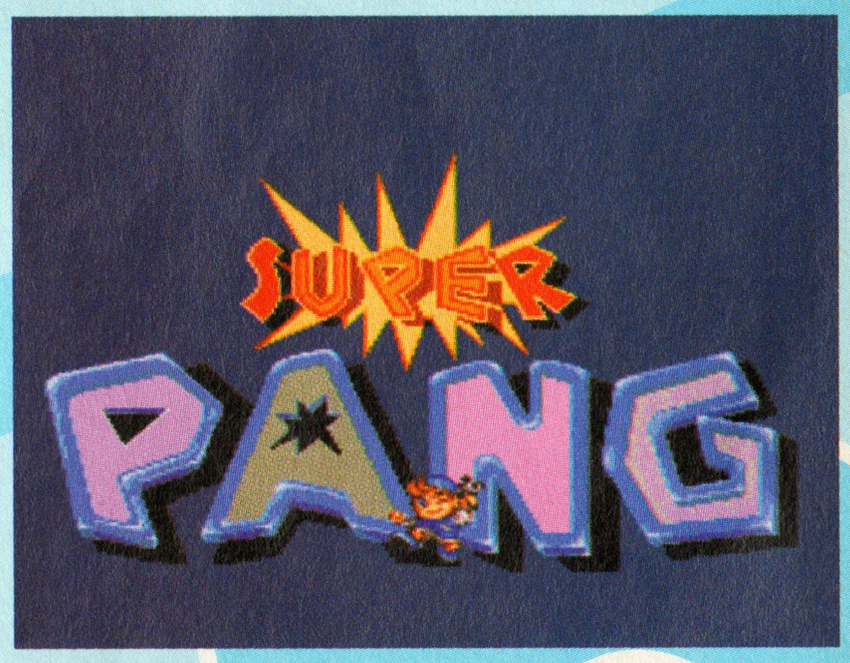
MARIO ON THE GO!

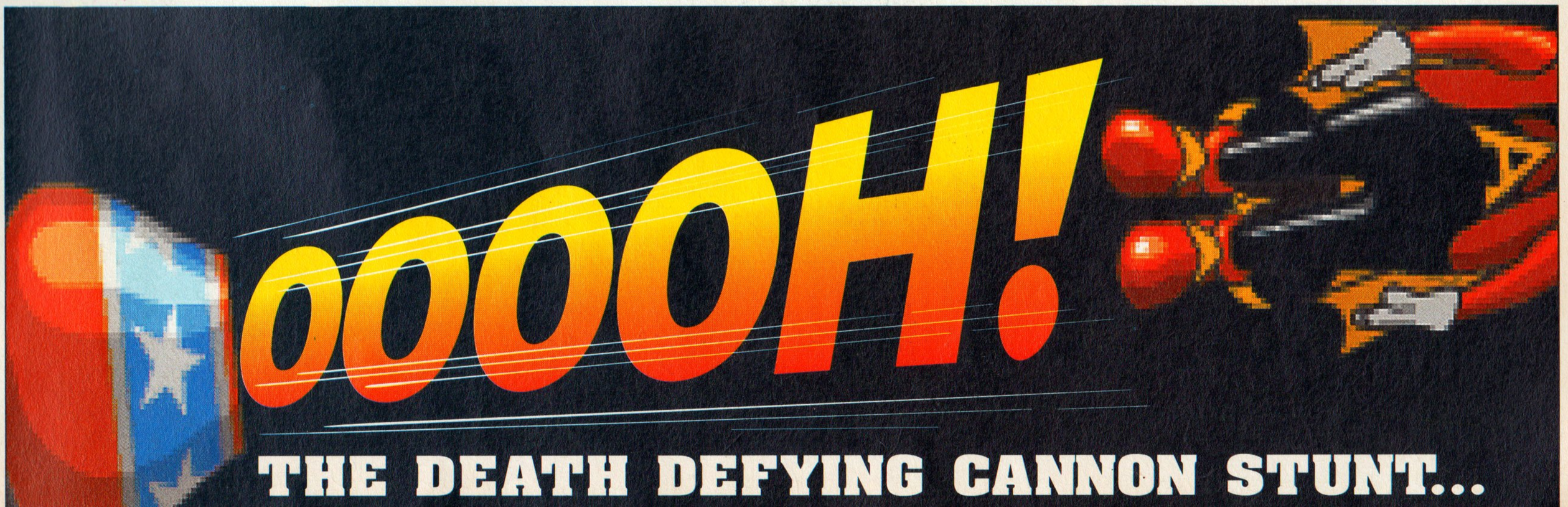
The first installment of what will, in the future, come to be referred to as the definitive guide to this most topper of games. Yes readers, what you are about to read will become the yardstick by which all other, so-called, guides are measured. Well, it's a pretty good guide. Well we think so. Well Paul thinks so, etc etc chunder mumble etc...

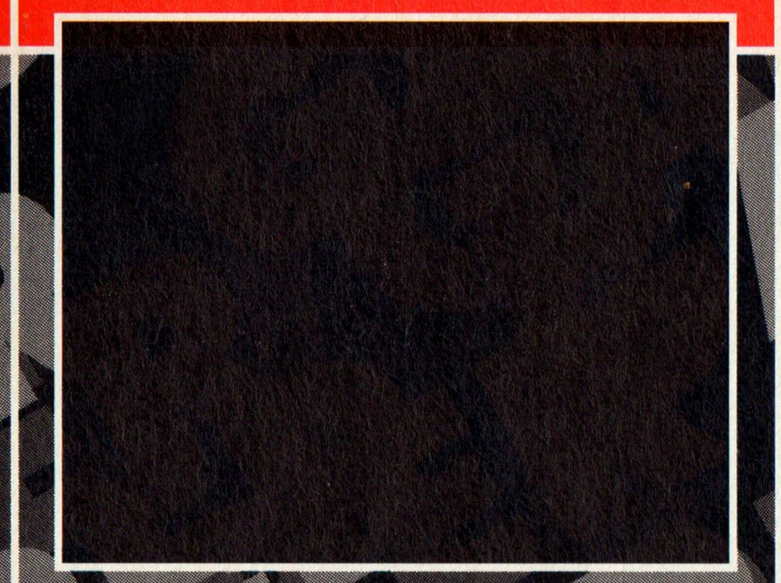


WILL YOU EVER...?

Will you ever? Did you ever? Do you want to? Oh come on, you must - We did.
This month's showing off bit of the mag demonstrates our extreme gaming prowess with the games Alien 3 and Super Pang. We're so good in fact that we've also decided to share our gaming knowlege with you too. Pearls before swine if you ask me though!





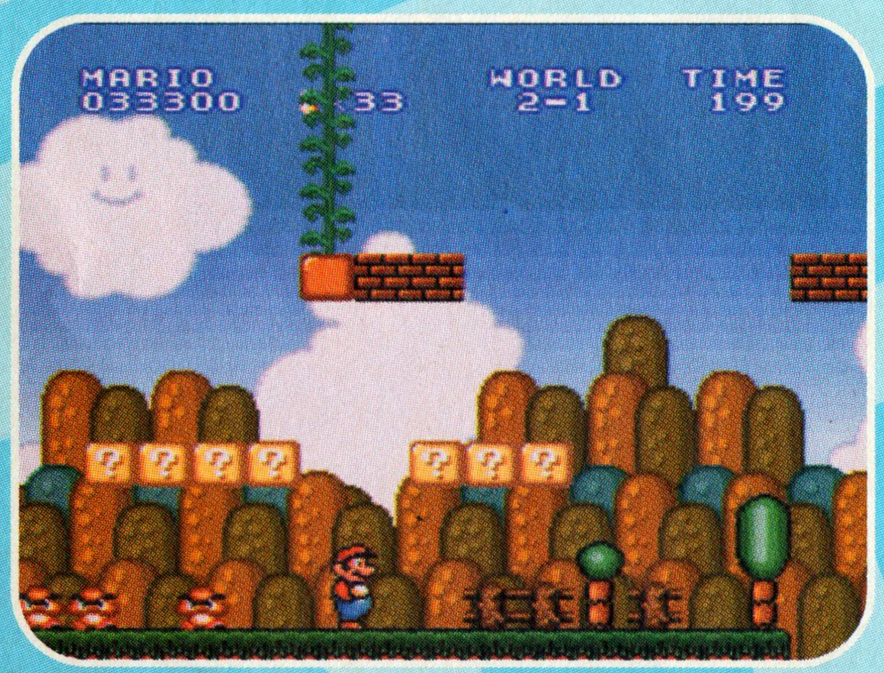


It seems pretty likely that the very first calls received by the American Nintendo Hotliners related to the very first problems encountered in Super Mario Bros. A similar scene probably greeted their UK counterparts. According to Keith Pullin, one of the current Hotliners, the situation hasn't changed much. Now that Super Mario All Stars is here it looks as though it never will, so the NHS has graciously provided Keith with the chance to offload some of his responsibility. Here then are the answers to the most asked questions relevant to the whole Super Mario series. As further insurance against Mario earache Keith includes some answers to questions that are sure to result from the nightmare that is The Lost Levels.

SUPER MA ALL-STA

THE WORKS

The fireworks display that sometimes occur at the end of each stage is far from randomly-generated. It is triggered by attaining a number 1, 3 or 6 as the last digit of the timer as Mario touches the flag-pole. For a guaranteed six-firework display it is best to have Mario wait until the timer clocks 9, then make him run and jump on to the flag-pole.



WARP 1

As early as World 1-2, there are hidden warps that allow Mario to skip straight to Worlds 2, 3 or 4! The lifts that appear just before the exit pipe allow Mario to trot along the top of the screen, leading him to three exit pipes secreted at the furthest reaches of the screen!

WARP 2

A second warp, that transports Mario to World 5, is an option in World 4-2. It follows a similar routine to that of the warp in 1-2 in that Mario trundles along the topmost area of the screen to reach a pipe hidden at the right-hand side.

VINE ALIGHT

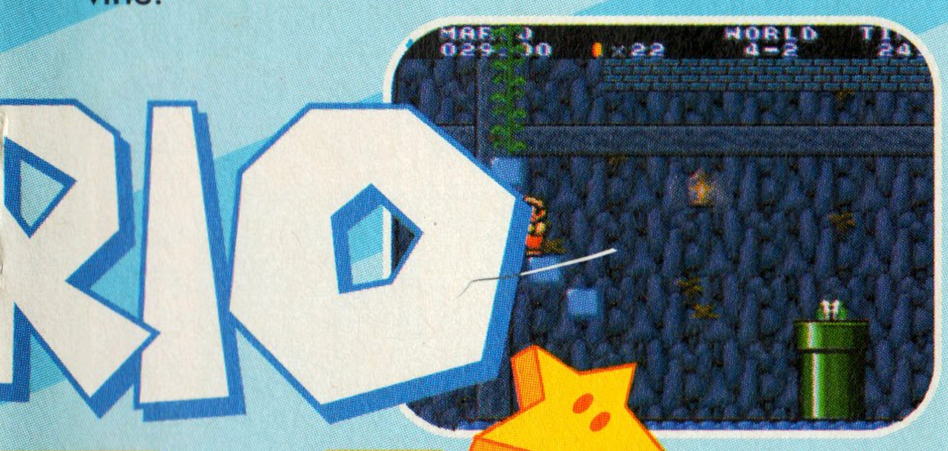
After the second pipe in World 2-1, Mario discovers a secret vine that takes him into a bonus screen above the clouds. Using the question-marked blocks as a platform, strike the breakable-block that is positioned over the gap between them.

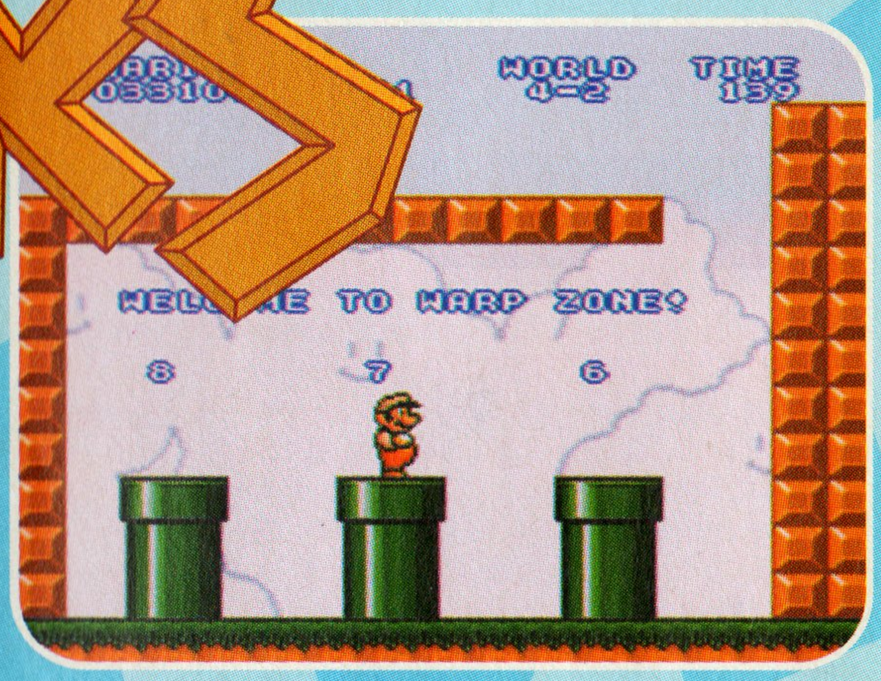
Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

SUPER MARIO BROS II (USA)

WHOPPER WARP

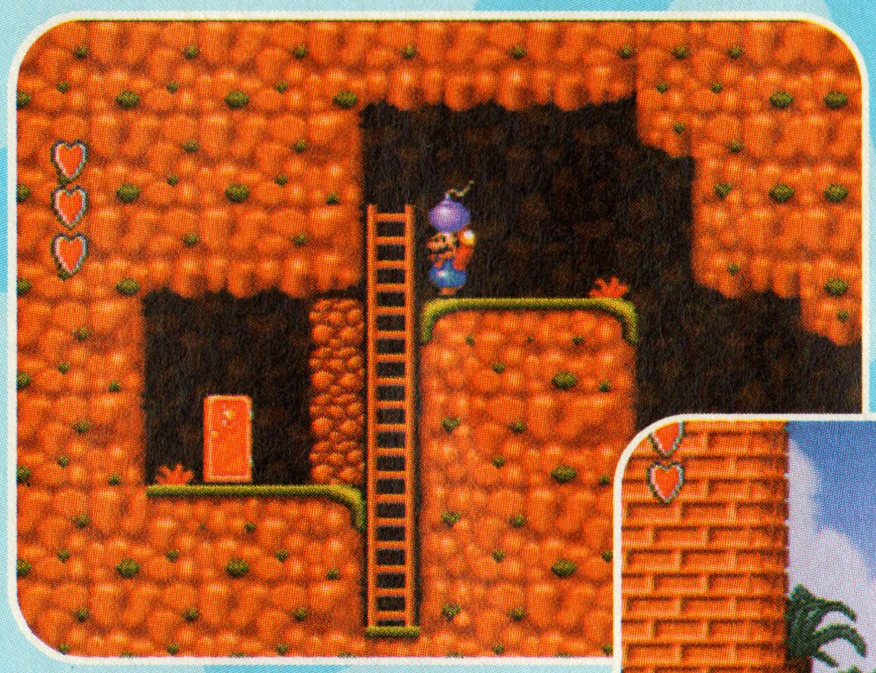
It's safe to say that Princess Mushroom is expecting a speedy service from our hero. Like yesterday if not sooner! In World 4-2 Mario happens across a warp zone which opens Worlds 6, 7 and 8 to him! This massive short-cut exists mid-way through the level after the first lift. Three blocks are revealed by making Mario strike thin air with his fist which reveals a platform allowing him to break open the blocks above his head, one of which contains a vine.





WATERFALL WANDERING

Ostro is the keeper of the crystal to the first exit in World 1-1. Usually, Mario's journey to Ostro involves some tricky climbing of vines but there is a quicker way! The waterfall rumbling behind the first door is a passage to a short-cut. Rather than heading right by the waterfall, he can instead jump through the waterfall to the left where he finds a breakable wall and unearths some bombs. Use the bombs to break through the wall and gain access to the door behind which is a neat short-cut.



ICED WATER

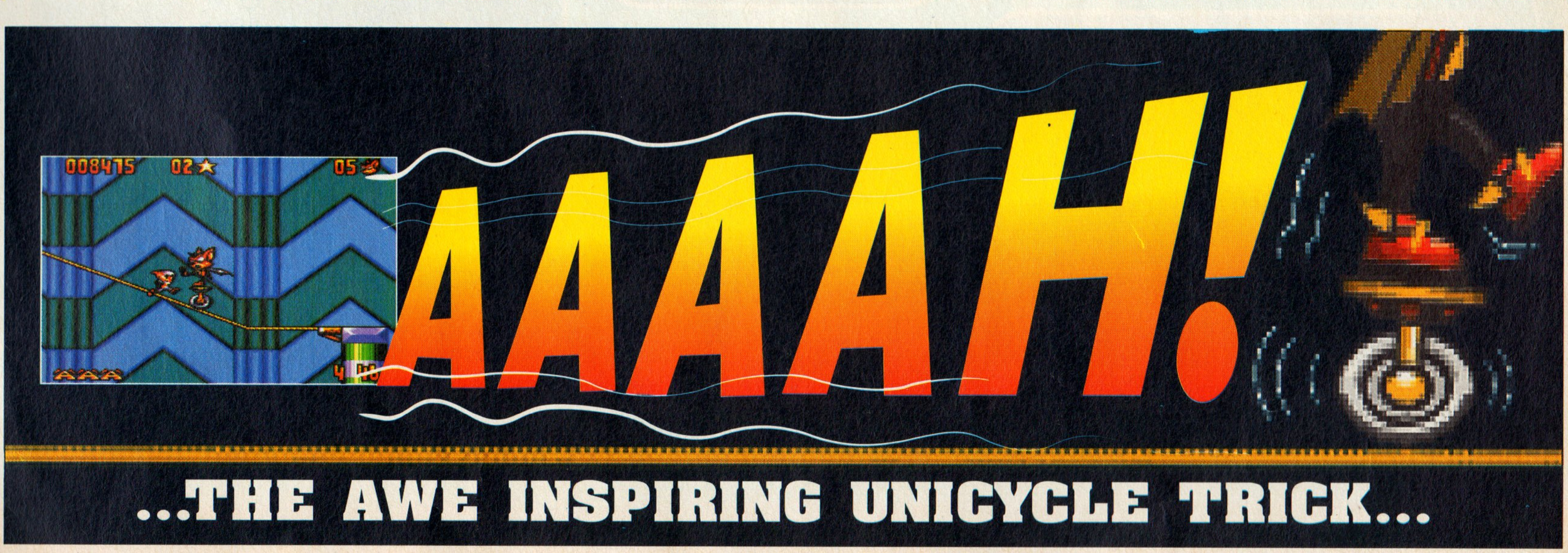
Red potions, when dropped, reveal doorways to hidden areas. Such a potion in World 1-3, when placed by the pitcher found at the end of the level, opens a different kind of doorway - that of a warp to World 4-1. Mario enters the pitcher to get there.

WHAT THE?

Once in Bowser's castle Mario meets with some confusion. The maze before him repeats itself over and over unless he follows the correct path. Lead Mario over top, through middle then across the bottom of the maze. A bell rings to indicate the end of each section.

MOWSER DROPPINGS

World 1-3. Unbelievably, Keith receives calls from players who are completely flummoxed in the face of Mowser - a bomb-dropping, giant mouse living at the end of World 1-3. Look, it's obvious: Mowser hates bombs every bit as much Mario, Luigi, Toad or the Princess!



MARIO BROS II (USA) Cont...

TRICLYDE SNIDE

Honestly, some players just don't try hard enough. Another question about Super Mario Bros II repeatedly answered by Keith and Co is how to overcome the Tryclyde in World 2-3. Just as Mowser finds bombs abhorrent, Tryclyde finds mushroom blocks a misery. A mere three mushroom blocks dropped onto Tryclyde's head persuades it to stand aside.

PITCHER THIS

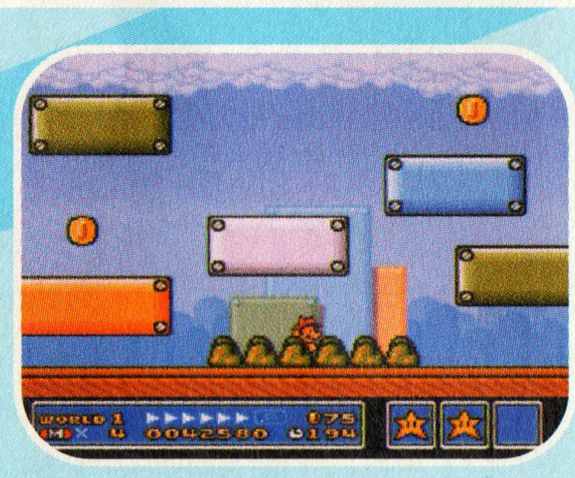
A secret warp to World 5-1 found in World 3-1 wraps things up for Super Mario Bros II. Again access is gained by the placement of a red potion beside the pitcher that is located at the end of the level - in this case situated by the door leading to the waterfall.

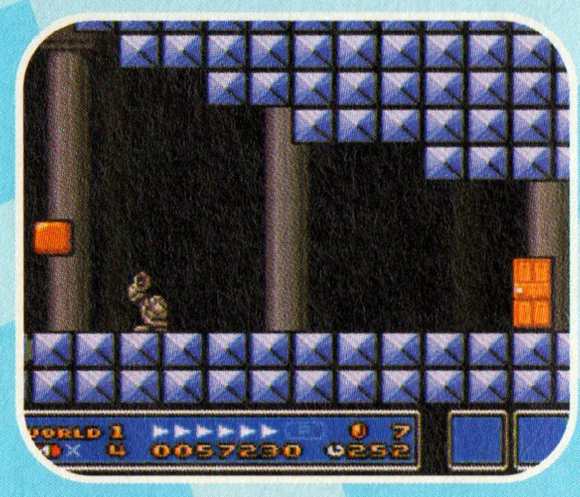
WHISTLING TRICKSIE

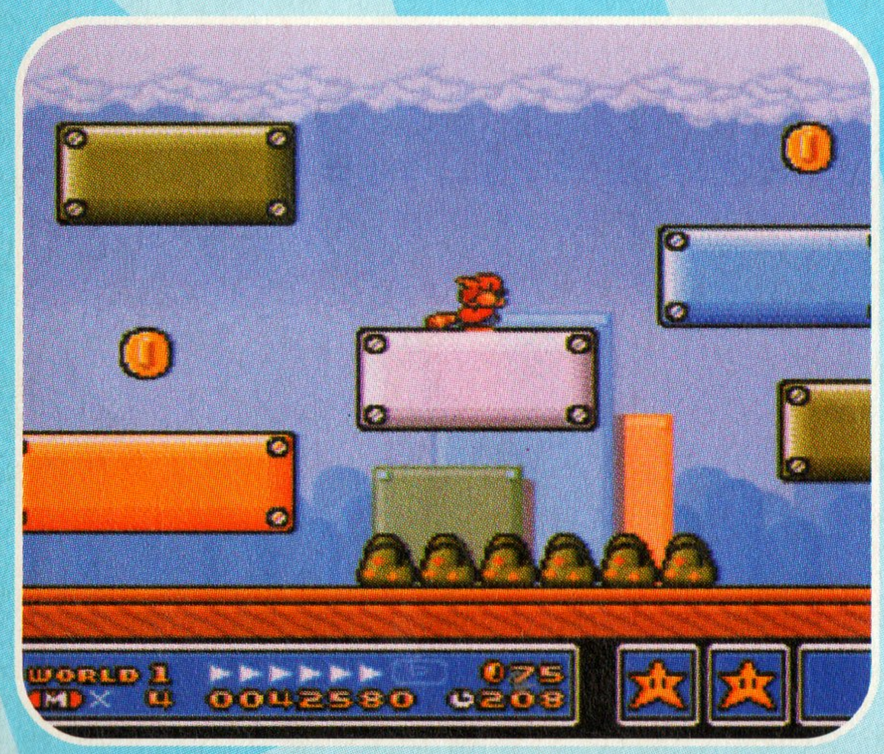
The coolest trio of secrets found in Super Mario Bros III are the locations of the Warp Whistles. Though they are hinted at in the instruction manual their whereabouts are a close-guarded secret. But not any more.

World One-Three:

Goodness knows how Nintendo expected players to discover this particular whistle; its hideaway is far from clear. In World 1-3 there is a formation of five, rectangular platforms - two green, two pink, one light-blue and one white in the middle. The white ledge is patrolled by a red-shelled Koopa. Having dealt with the Koopa Mario squats on this ledge for about five seconds. Eventually Mario drops behind the scenery! Mario then hurries to the right of the screen, passing behind the black screen and arrives in Toad's house whereupon he is awarded the whistle. Amazing!







SUPER MARIO III

World One-Mini-Fortress:

The trick used here is one carried over into Super Mario World. There is good reason for the leaf retrieved from the question-block by the exit door. It allows Mario to fly over the top of the screen, land into a hidden anteroom where a chest containing the second whistle awaits.

World One Map:

Not only is Mario able to affect the scenery whilst in the game itself, he may also alter the map screens to suit his needs. In the top, right-hand corner of World Two's map Mario takes a hammer to the breakable block found there. In doing this he opens up a whole new section of the map where two Hammer Bros await to battle Mario for the third and final whistle.

SUPER MARIO ALL-STARS

THE LOST LEVELS

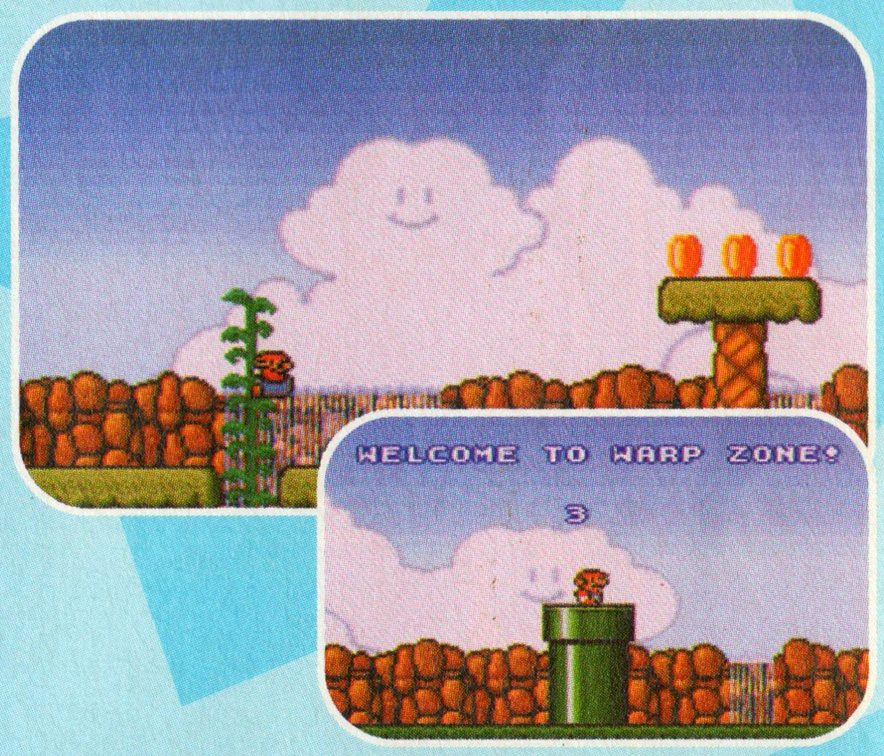
As sure as Andy follows horses and carts with his shovel and spade, phone-calls to the Nintendo Hotline are imminent as players encounter The Lost Levels! In answer to questions Keith feels sure are brewing, he prepared a selection of four hints that he feels are most useful.

WANTING ALL THE CREDIT

What Keith can't do with Mario and a Koopa shell isn't worth doing at all. Or so he reckons. In support of such wild and fanciful claims the Hotline Ambassador deftly demonstrated the method of collecting two extra lives on the very first level. It's best if you just look at the pictures in this instance....

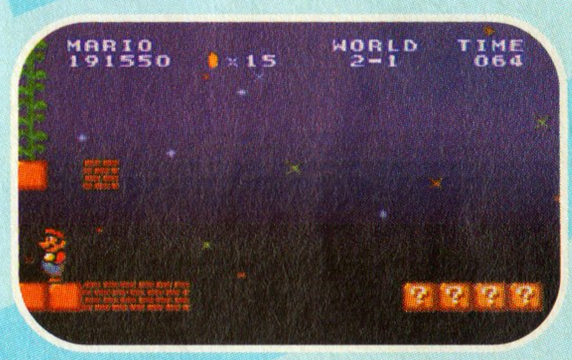
WARP TO WORLD THREE

By the second pipe in World 1-2 Mario leaps and discovers a secret block. This platform enables him to bust a block above his head, reveal a vine and a climb into World three.



DEUX VINE

Frankly Mario needs to get his gloves on masses of coins so that he may earn more extra chances to find his way through The Lost Levels. Luckily there is an abundance of bullion hiding above the clouds in World 2-1. A secret vine that is triggered near the first green pipe after the first expanse of water takes Mario there.

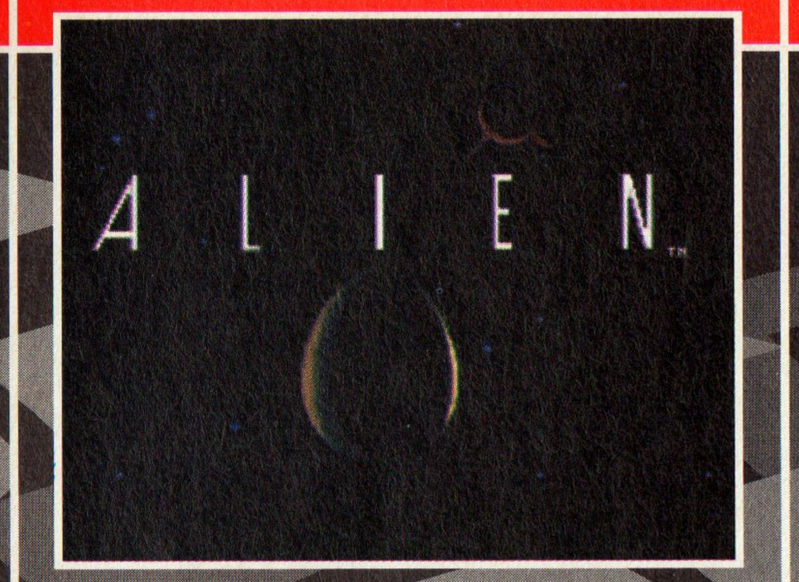


TO BOWSER

It isn't Keith's fault that somebody wiped all his saved positions for The Lost Levels so that he's only left with a minuscule four levels complete instead of eight. Honest. In any case the lad's preternatural abilities currently only extend to the completion of Bowser's castle in World three. What hope is there for us - mere gamesplayers?! Mario follows this path to Bowser's lair to save himself some time: Bottom, bottom; top, top.

HOORAY!

...AND THE AMAZING HIGH DIVE...



WILL YOU EVER R

ALIEN 3

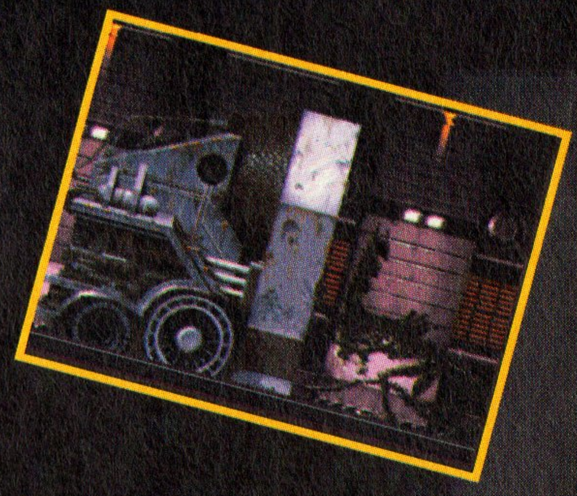
Hey NMS, I'm having trouble finishing Alien 3 and my girl-friend's chucked me. Oh, and I keep having these things burst out of my chest that kill me . Please help me Doctor Harrod...

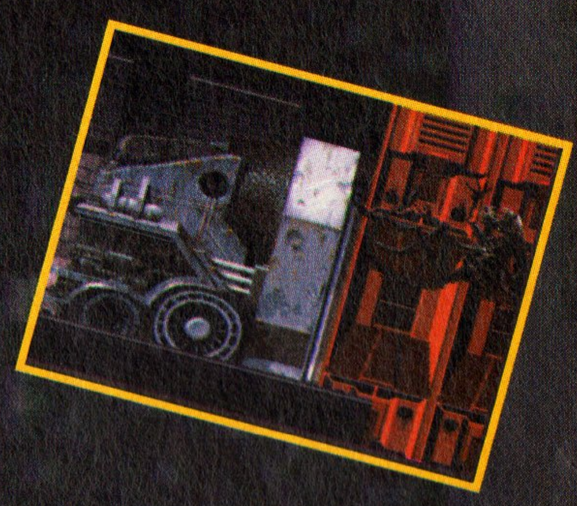
1

The missions in the final level are the absolute tough-mongousest in the world.

2

The aliens on this level are quick to attack and take an enormous amount of damage before finally dying. Not only that, but ammunition is in short supply.

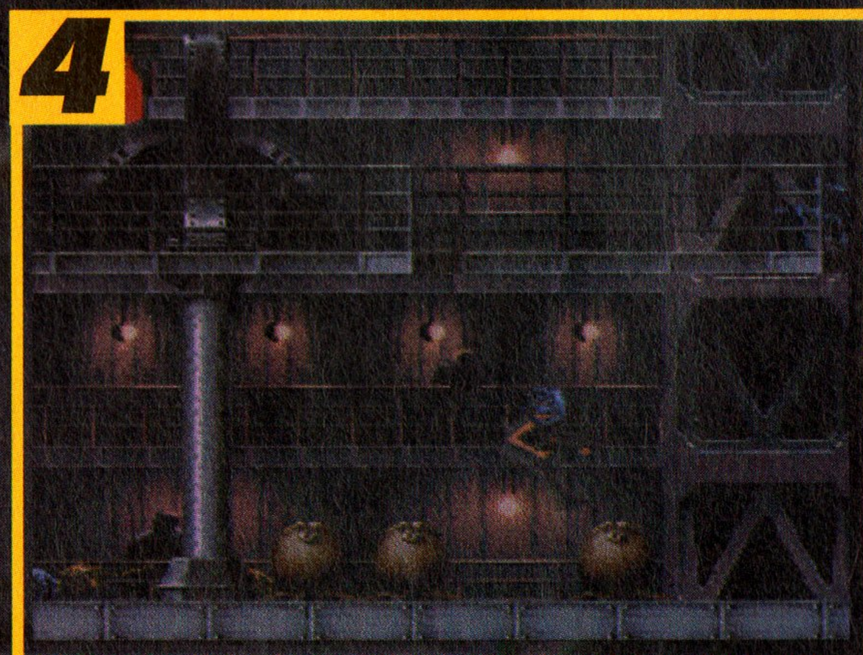




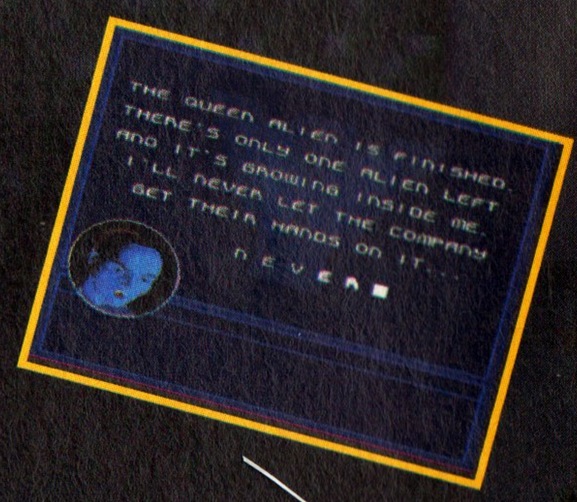
3

Go through the objectives in the order they're listed, which is the easiest way of doing it.

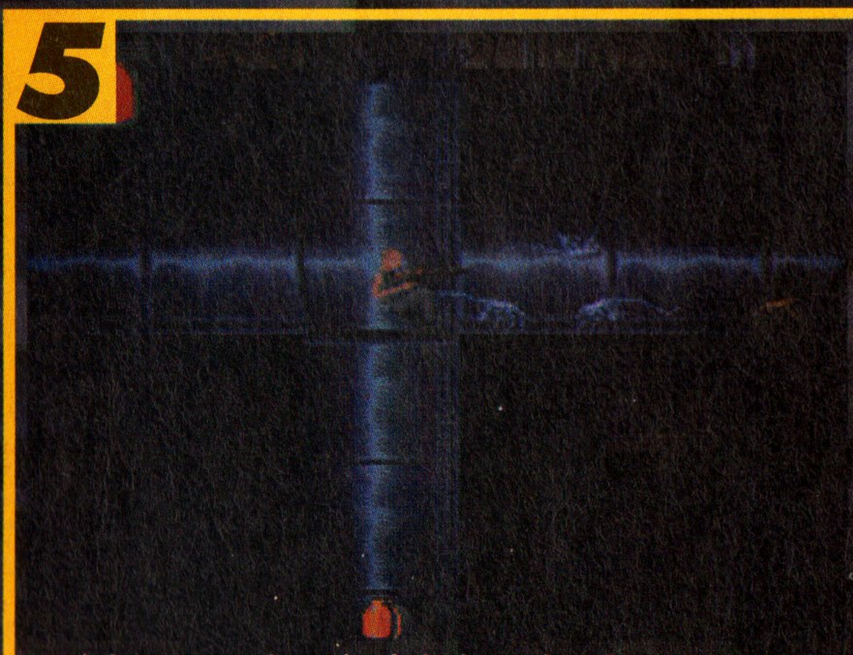
4



However, little does Ripley know that the worst is yet to come, her showdown with the Queen Mother awaits.


THE QUEEN ALIEN IS FINISHED.
THERE'S ONLY ONE ALIEN LEFT
THERE'S ONLY ONE ALIEN LEFT
AND IT'S GROWING INSIDE ME.
I'LL NEVER LET THE COMPANY
GET THEIR HANDS ON IT...
NEVER

5



And there's no chance of choking this Queen Mum to death on a fishbone - it's a twenty foot alien!

6

Still, get things right and Ripley sets in motion the machinery that is the ultimate downfall of the old sow, as you can see from the end sequence to the right.

REACH THE END?

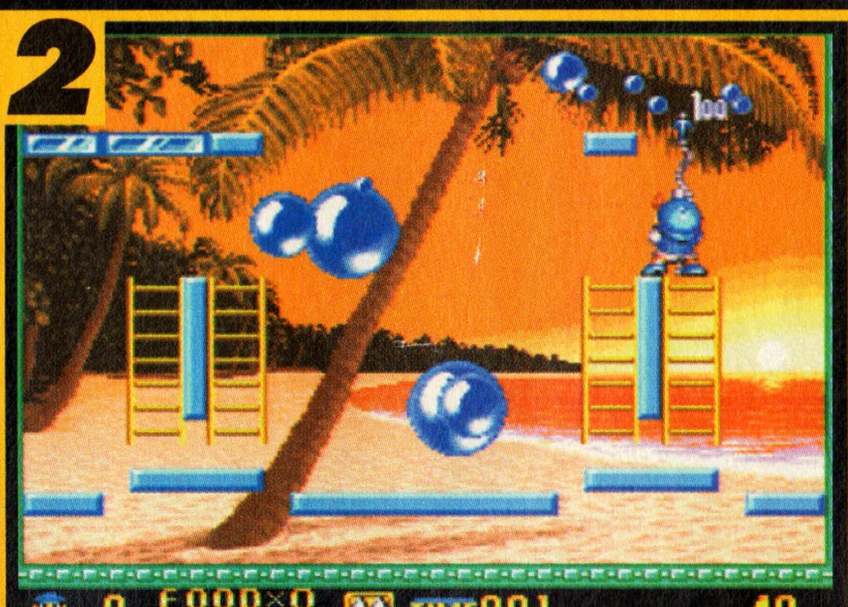
SUPER PANG

If your bubble bursts every time you attempt to finish this top recent release, you're obviously not very good are you? However, we are, and we've got the screenshots to prove it.

1

Lets go! Ignoring the bubbles, head to the far right of the screen and shoot the platform there - this reveals a twin-power hook. Collect this.

2



Climb the ladder to destroy the other block, and then blast like mad to burst all of the bubbles. It's imperative you stay here, so don't risk moving.

3

With the big bubbles burst, the smaller ones fall into two groups: high and low bouncing ones. Keep an eye on the time as you stay there to get the higher ones.

4

With the high bubbles now taken care of, head back down the ladder to pick off the remaining low bouncers. Sadly, the end sequence is a 'Congrats' message!

Will You Ever has been brought to you by the letters W and E and the number 1. It is also a production of the Steve and Gary Workshop and returns next month. See you then...

PERFORMED BY

THE AERO ACRO-BAT

SUNSOFT™

WITHOUT THE AID OF A SAFETY NET

SUPER NINTENDO ENTERTAINMENT SYSTEM

COMING TO TOWN IN NOVEMBER

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NHS NEXT MONTH

Stuck in the legend known as Zelda 3? Well that's pretty tough luck because we've already covered that in the tips section - you should have payed closer attention. The end of Super Star Wars and Street Fighter Turbo will be revealed in next month's Will You Ever. Those in search of guidance for the excellent Link's Awakening need only open the mag on the relevant section to find their needs met. Good aren't we?

Duel against enemy fighters at supersonic speeds with breathtaking reality.

SUPER AIR DIVER

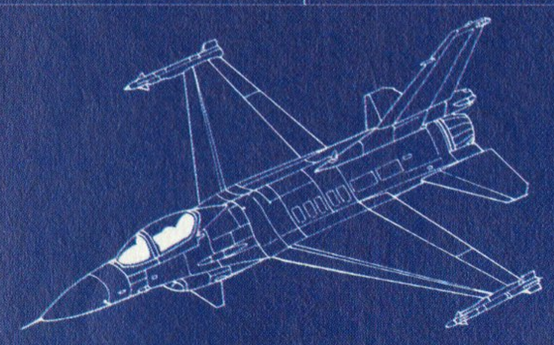
F14-D (USA)

Fast and with excellent range, the Tomcat can pack a huge arsenal of missiles. Maximum weapons payload of 9,800 kg.

DATA	
ENGINE	F-110-6-400
LENGTH	18.87 m
HEIGHT	4.88 m
WEIGHT	27.87 t

FS-X (JAPAN)

An extremely manœuvrable fighter ideally suited to dogfights. However, the accuracy of its missiles is low. Maximum weapons payload of 5,500 kg.



DATA	
ENGINE	F200-PW-100A
LENGTH	14.52 m
HEIGHT	5.01 m
WEIGHT	16.05 t

A-10A (USA)

Designed specifically for ground attack, A-10-A packs a powerful gatling gun system. Its missile capacity is unfortunately low. Maximum weapons payload of 6,800 kg.

DATA	
ENGINE	TF34-6E-100
LENGTH	16.26 m
HEIGHT	4.47 m
WEIGHT	20.9 t

TORNADO IDS (NATO)

A superb attack plane capable of low altitude flying at supersonic speed. A high quantity of missiles can be carried. Maximum weapons payload of 9,900 kg.

DATA	
ENGINE	RB199-34-R4
LENGTH	18.06 m
HEIGHT	5.73 m
WEIGHT	23.27 t

1. Full simulation of pulse-pounding 3D dogfights. Repel enemy attacks, expose their identity and destroy their abilty to fight.

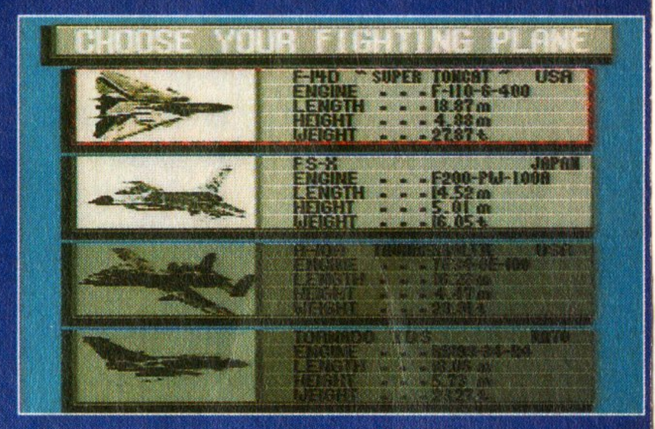
2. Driven by ultra high-speed Digital Signal Processer (DSP) to give you the ability to duel at supersonic speeds.

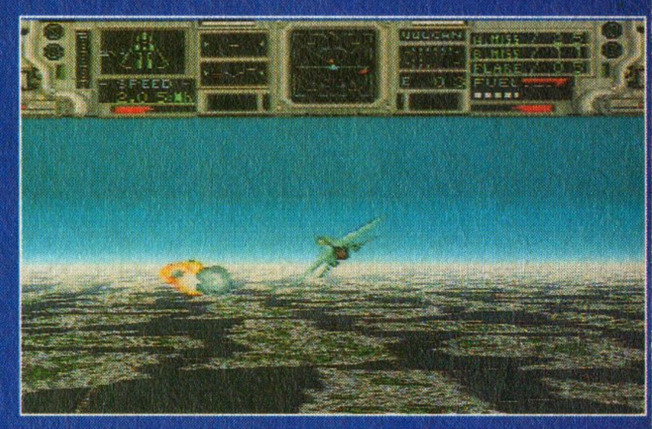
3. A selection of the world's best combat aircraft, each with its own special capacity, from the FS-X from Japan to the A-10A from the USA.

4. A devastating range of weapons – select weapons matched to missions. Includes Sparrow, a radar-guided missile, and Napalm, capable of hitting targets over a wide area.

5. Tactics vary for specific missions – spirals and loops will help you lose the enemy, afterburners will kick in for a rapid getaway.

6. Use your vital high-tech instruments to stay one step ahead then, on completion of a mission, return to base for a Post-Mission Combat Report.


CHOOSE YOUR FIGHTING PLANE
F-14D "SUPER TOMCAT" USA
ENGINE - - - F-110-6-400
LENGTH - - - 18.87m
HEIGHT - - - 4.88m
WEIGHT - - - 27.87t
FS-X JAPAN
ENGINE - - - F200-PW-100A
LENGTH - - - 14.52m
HEIGHT - - - 5.01m
WEIGHT - - - 16.05t



SUNSOFT™

SUPER NINTENDO ENTERTAINMENT SYSTEM™

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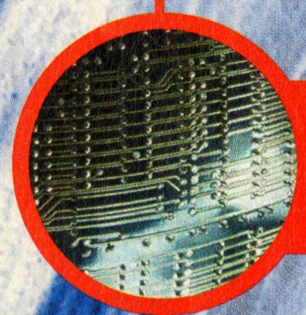
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** HUDSONSOFT
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS SIM
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** N/A
- **RESPONSIVENESS:** Goody
- **1ST DAY SCORE:** Beat Germany.
- **GAME ORIGIN:** This is an attempt to go back to the grass roots of playability for a soccer sim. Not a cash-in licence.

CONTROLS

- **HOW TO PLAY:** Run or kick the ball into your opponents' goal more times than they run it into yours. Sound familiar?

A	VOLLEY
B	PASS
X	CHIP
Y	UM...
L/R	L: CYCLE THRU' FORMATIONS R: CYCLE THRU' FORMATIONS
S	START: PAUSE SELECT: NOTHING

NINTENDO 64

VIRTUAL SOCCER

There's one thing I've never understood about football. It's not why the likes of Ryan Giggs and Paul Merson STILL insist on sporting ridiculous footballer perms, nor why John Barnes is still earning more a month than most people earn in a year. It's why ex-pros always seem to end up in the pub or insurance trades.

Take for instance Geoff Hurst. With the peak of his career reached whilst scoring that crucial hat-trick against Germany in 1966, all that remains for this golden boy of soccer is to nip off with that other goal-scoring hero, Martin Peters, to join Swintons or someone. And on the pub side, you'll always find George Best in one, whilst Stan Bowles owned one for a while, as did Mick Channon apparently. Still, I suppose it's the actual 'glory days' that count, and your chance to don a dodgy haircut and score lots of goals is now on offer from Hudsonsoft. Every feature of the good old game of football is contained within Virtual Soccer - offsides, corners, free kicks and so on - expect, of course, for getting off with girls at night clubs and joining Swintons. Still, perhaps Imagineer's Player Manager will have that...

COMMENT

STEVE

Just as I thought Striker was firmly ensconced at the top of the footballing pile, along come Hudsonsoft with an even more realistic kickaround. From the moment you touch the pad, Virtual Soccer is instinctive to play and the inclusion of a decent passing system means that genuine set pieces and skill are needed rather than simply making a solo run and having a crack at goal. In terms of graphics, there's nothing much to boast about but the animation as the players dive for the ball and slide in for a last-ditch tackle is perfect and slots into the action perfectly. One negative point, though, is the lack of an action replay - which is a real pity when you consider the set pieces the passing allows in the build up to a goal. Apart from that, though, Virtual Soccer is the best footy game for the Super NES and, having appeared with absolutely no hype whatsoever, it's a refreshing change to see a game relying on its playability rather than its appearance. Real Premier League stuff!

I'M GONNA THROW...

Virtual Soccer features a full set of corners and throw-ins, with the throw-ins looking particularly impressive. Depending on which of the viewpoints is being used, whenever the ball goes out of play, the view swings around in impressive 3D to give a 'behind the player' view of the throw-in - giving a better overview of who is in position to receive the ball. This then reverts to the usual perspective as soon as the ball is thrown into play.

VIRTUAL SOCCER

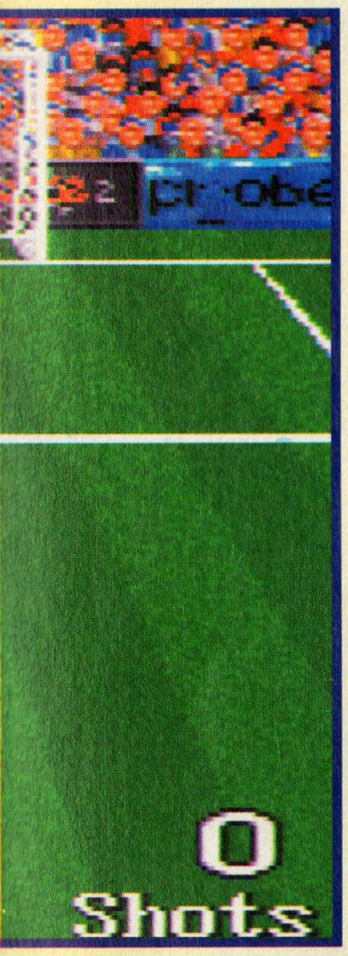
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

COMMENT

ANDY

This game came as a complete surprise, and a pleasant one to say the least. There are more play options than is probably necessary, a choice of viewpoints, enough teams to keep the most ardent footy sim nutter satisfied and a realistic control method that is a doddle to pick up. There are also some great touches, like the rotation of the playfield whenever a corner or throw-in is taken, or the samba band that strikes up whenever Brazil are doing particularly well. However, I did find that it lacked the pace and goal-a-minute action of its nearest rival, Striker, with the players running at a more realistic pace rather than belting it around the field at turbo-nutter speeds. That isn't a bad thing though, it means a little more skill is needed in piecing together attacks. Also it is a bit more forgiving on your thumb! All in all I found myself returning to Striker for a mindless kick-around but would have no hesitation in recommending Virtual Soccer to those players after a more life-like sim. Great stuff.



MAKING A PASS

In the past, footy games have always relied on one player taking on the combined might of the opposition and taking the ball all the way into a goal. However, Virtual Soccer features the best passing system of any soccer game and is incredibly realistic. The B button acts as the pass button and, whenever it is pressed, the ball is automatically fed to your nearest player running alongside. However, should the player fail to intercept the pass, the opposition often step in to welly the ball out of your way - adding to the realism immensely. Similarly, if the receiving player catches the ball whilst it is off the ground, their following shot is often hit on the volley and looks absolutely amazing.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

WHAT'S YOUR VIEW?

Before the teams are selected, the player is invited to select one of three action viewpoints. The first is a pretty standard horizontally-scrolling pitch, whilst the other views offer a Striker-style 3Dish top-to-bottom match or a more conventional overhead view. Of these, the horizontally-scrolling pitch seems easier when putting together long-ball play and the graphics for diving headers and long volleys look slightly better, whilst the other views are more suited for a passing game and allow for slightly more planning of moves.

WHO'S THE @*%&$ IN THE BLACK?

Unlike most of its rivals, Virtual Soccer features real, running and whistle-blowing refs. As the players leg it up and down the pitch, the ref can be seen following the action - although his linesmen are conspicuous by their absence. However, despite their on-pitch appearance, the refs differ in their abilities and severity. For instance, whilst one may be fairly lenient with regards to off-side, he probably completely over-reacts when it comes to fouls - flashing his red card at anyone looking even vaguely menacing.

▲ Well, it's that time again where we wheel out all the old footy caption clichés. Y'know 22 men and a ball and all that. Yawn!

RATINGS

BREAKDOWN

STRATEGY	
ACTION	
CHALLENGE	
REFLEXES	
ORIGINALITY	

LOW FAIR GOOD HIGH

LONG-TERM INTEREST

HOUR	
DAY	
WEEK	
MONTH	
YEAR	

LOW FAIR GOOD HIGH

PRESENTATION 89

▲ An entire globe's worth of teams to play as and more options than you'll ever need. Three viewpoints, pitch and weather control - what more could you want?

GRAPHICS 83

▲ Although the sprites are small, the animation is excellent. The players dive, slide and tackle - and the animation is fluid throughout. They're all right little Georgie Bests, in fact.

SOUND 72

▲ Nifty kick effects and sound effects.

▼ The sound is a little weak on the whole, with very little to make it stand out.

PLAYABILITY 94

▲ Incredibly easy to get to grips with, with loads of easy to use moves and tactics. However, unlike Super Kick Off there's no real set pattern to scoring - necessitating real skill rather than dull tactics.

LASTABILITY 91

▲ There's loads of different teams to play against, and the match conditions can be altered to make things even harder.

OVERALL 93

Virtual Soccer is the most rounded and playable footy game to date. Yes, we know we said that about Striker not so long ago, but this really is jolly good.

GREAT GUY

JUST ANOTHER DAY...

Gosh, thank heavens for *CVG*, making me **look great** and enabling me to have a **brilliant life!** More drinks, girls?

You're so dreamy Great Guy. And it's all thanks to **CVG!**

ON THE WAY HOME...

Hmmm, the bus is a bit late today.

THE NEXT DAY, AT NUMBER 10...

Well done, Mr Guy! And it's all due to this **CVG** magazine, I believe.

That's right, Mr Prime Minister

GREAT GUY LEAPS INTO ACTION...

OH NO YOU'RE NOT!

CVG! AAIEEE!

BUT THEN...

Yes, indeed we are.

INFIDEL! We are the **Shining Brothers of Dawn**, and we are going to **hijack** the bus and take it to, erm , somewhere completely naff!

CRASH! BANG! WALLOP! ETC!

BACK IN LONDON...

Your problems are over, Mr Spy! The insurgents have been **wiped out!** Oh yes – *and* I've eliminated world hunger and poverty as well.

AMAZING! *How* do you do it, Great Guy?

AND SO, AT MI5's SECRET SPY HQ...

Mr Guy, yet *more* crackpot terrorists are attempting to detsroy everything we stand for! As a reader of *CVG* only **you** can stop them!

Leave it to me, Mr Spy – I won't let you down!

LATER, IN THE YOUTH CLUB...

Excuse me, do you come here often?

Bog off, urchin!

GUMPH!

Have you noticed I read *CVG*?

Oh, that's *different*, then. Can I have a wet snog?

AND SO ON...

AND THE MORAL IS...

HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

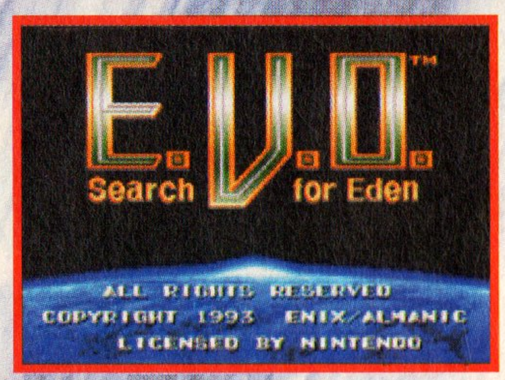
It's all thanks to *CVG!*

ON SALE

15th OF EVERY MONTH

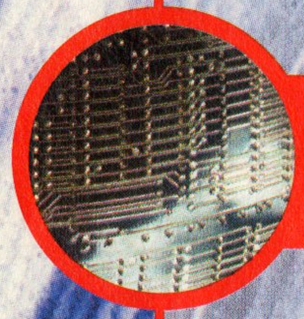
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



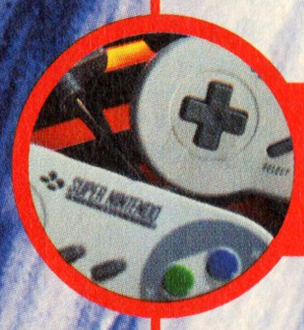
CART SPEC

- **BY:** ENIX
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** ADVENTURE
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** FAIRLY EASY
- **CONTINUES:** INFINITE
- **RESPONSIVENESS:** VERY GOOD
- **1ST DAY SCORE:** EVOLVE PAST 'THE WORLD BEFORE LAND.'
- **GAME ORIGIN:** EVO evolves the role playing concept, leading it through unexpected developments.



CONTROLS

- **HOW TO PLAY:** Guide a featureless creature through the evolutionary trials of life as it fights for survival, collecting evolutionary points so that it may become stronger and evolve.

A — Attack.

B — Jump.

X — Eat items and food.

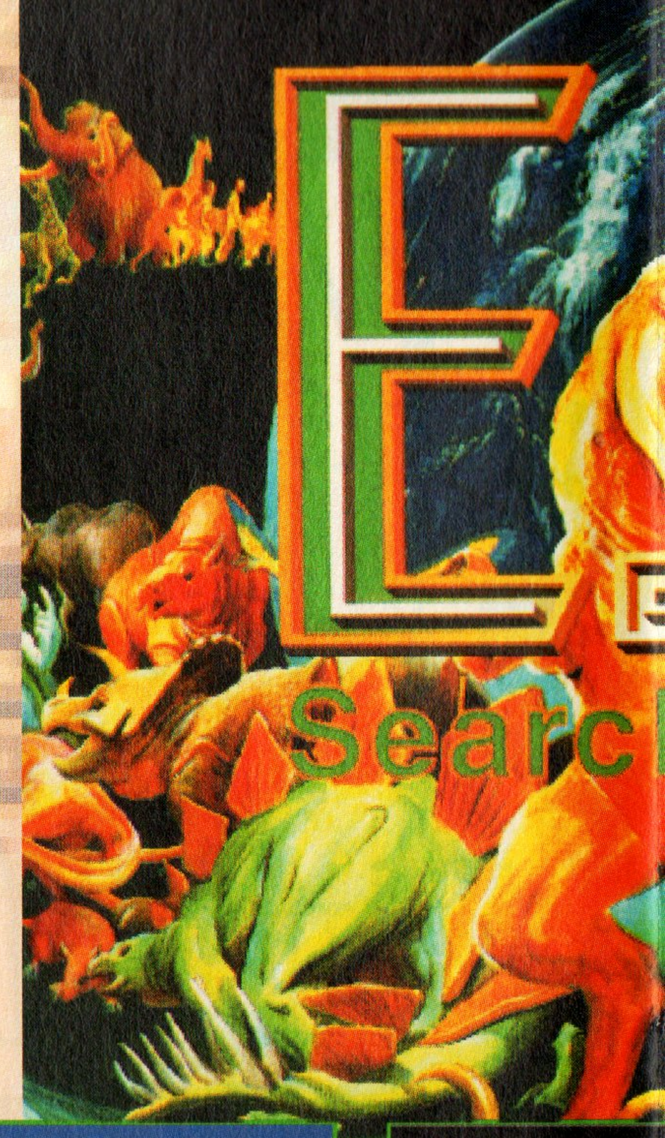
Y — Attack, eat items and food.

L/R — L: NO FUNCTION
R: ESCAPE BUTTON

S — START: Command window.
SELECT: Start/pause game.

You wouldn't think it to look at her, but GAIA is 4.6 billion years old. It's probably something to do with the fact that she's the third daughter of the sun, or something like that. Now it happens that GAIA is in need of a partner - 4.6 billion years is an unbearable period to endure without being paid so much as a compliment! Unfortunately GAIA has at least a further 1 billion more years to wait - the time it takes for the planet Earth to develop the basic sloppy constituents of life as we know it. From the mire there develops a shoal of fish, and one in particular has caught GAIA's eye. A future partner perhaps? That's up to you...

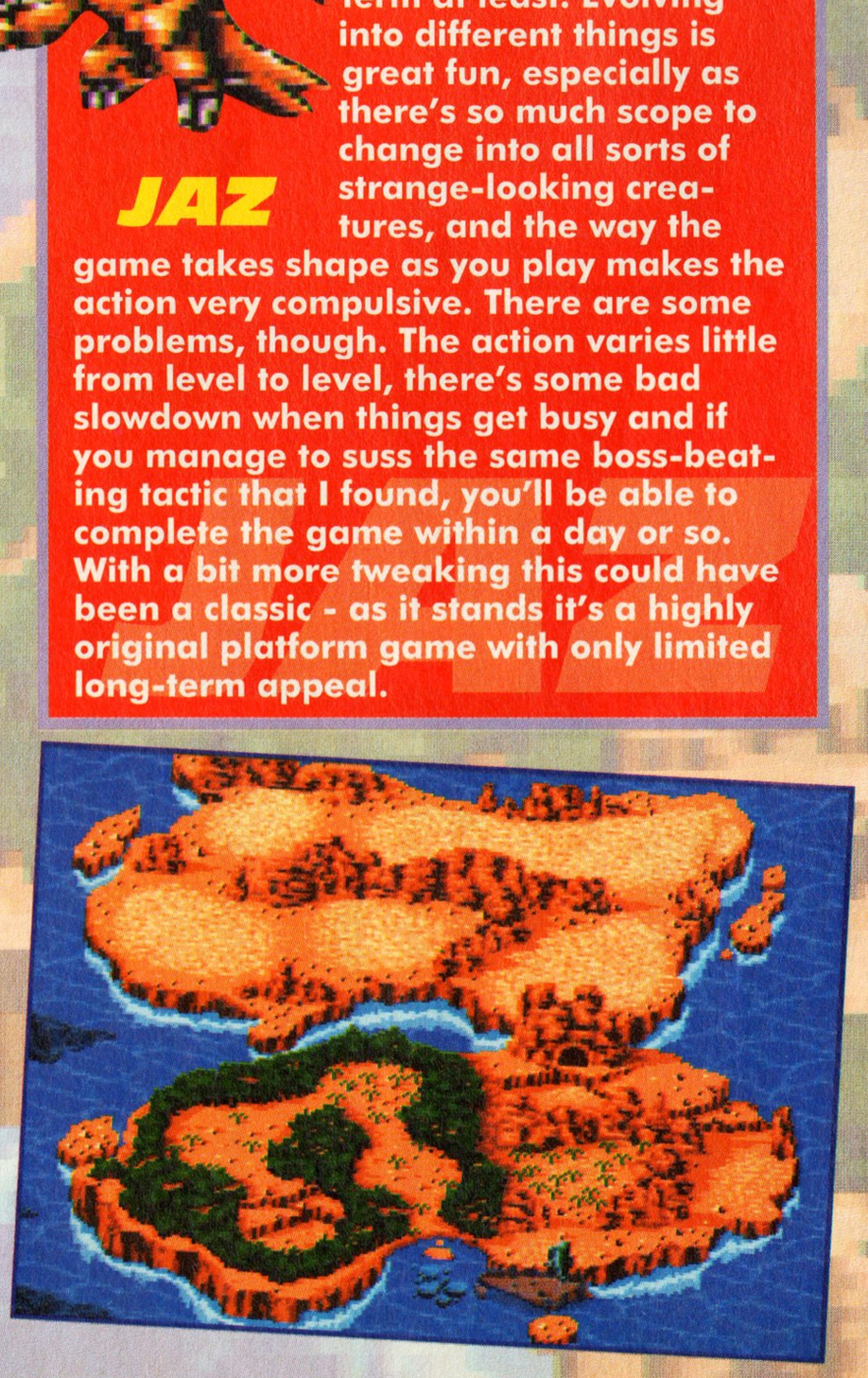
As GAIA awaits in the enchanting realm of Eden this fish is required to evolve at an impossible rate through five of the world's most significant ages. The ultimate goal is to meet with GAIA in Eden so that both live happily ever after. On the way this most basic of creatures develops the necessary body parts to survive in a world that thrives upon the triumph of the fittest. Is EVO as evolutionary or indeed revolutionary as it might appear? Let's find out...



COMMENT

JAZ

While I can't say EVO is brilliant, there's something about it that's really addictive - in the short-term at least. Evolving into different things is great fun, especially as there's so much scope to change into all sorts of strange-looking creatures, and the way the game takes shape as you play makes the action very compulsive. There are some problems, though. The action varies little from level to level, there's some bad slowdown when things get busy and if you manage to suss the same boss-beating tactic that I found, you'll be able to complete the game within a day or so. With a bit more tweaking this could have been a classic - as it stands it's a highly original platform game with only limited long-term appeal.



REVIEW

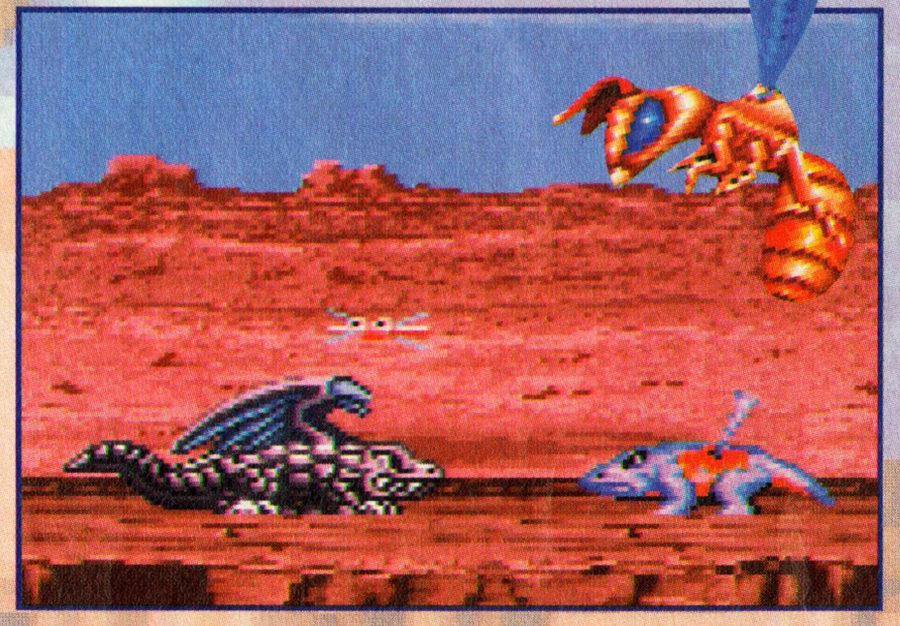
SUPER NINTENDO ENTERTAINMENT SYSTEM

OH TO BE A.....

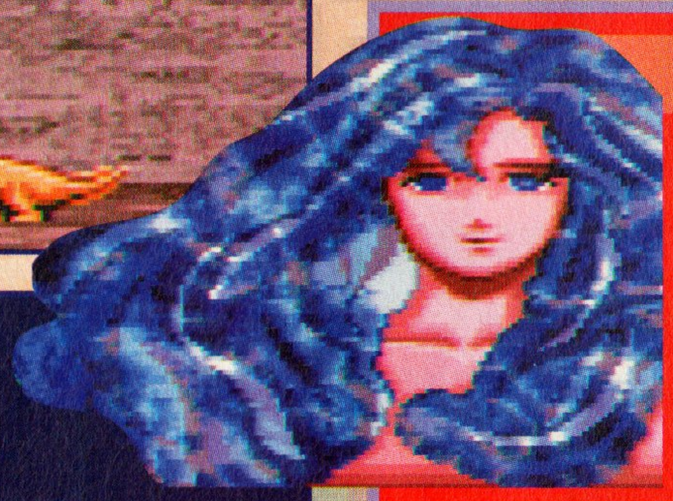
The hero of EVO is courageous, daring, fearless - and a fish! Each time it eats another creature it's rewarded by food which provides evolutionary points - EVO points - and replaces lost energy. Collected EVO points help to develop the fish, providing more powerful jaws, more efficient fins and stronger bodies. Eventually the fish evolves into a more advanced animal altogether and thus begins a new era. Whatever your character's physical state there are three basic rules: Fight for survival, always move forward and evolve. Now you know.

▲ I wish my legs were longer, my schlong's hurting!

▲ Darned pesky jurassic 'skeeters. Where's ma Vapona?



COMMENT



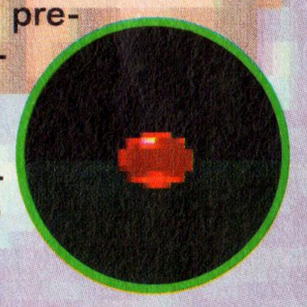
PAUL

What first appears as the most promising game of the year ultimately fails to deliver. For all its charm and intriguing scenarios, the implementation of the ideas in EVO prevent it from nurturing any real interest. The concept is brilliant and quite often there are glimpses of what might have been an epic journey through time. Customising the central character is a worthwhile goal and often raises a laugh, but confrontations between animals involve minimal tactics and nothing is made of each incarnations' attributes in relation to its landscape. On the other fin/paw/hand I did feel compelled to play the game through - despite protests from my suffering mind - but this was a chore. It's worth taking a look at EVO as the game is worlds apart from the majority of releases, but I'd take a look at Actraiser before buying this.

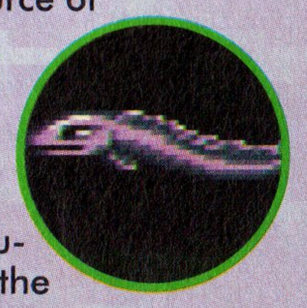
CRYSTAL TIPS

Despite being surrounded by hordes of similarly desperate creatures, your character is very much alone in its battle for survival. In fact its only contact with its benefactor-GAIA - is made by swallowing crystals. There are four shades of crystal, and each imparts its own special benefits.

Green: Despite all warnings against moving back there is often an advantage gained by reverting back to a previous form. Swallowing green crystals makes this possible.



Blue: Having misguidedly transformed back into a fish in the middle of the Ice Age, a large amount of EVO points are necessary to revert back to a more appropriate body. The Blue crystals are the source of many EVO points.



Red: A rarity. An intake of the red crystal evolves your character into a special-purpose creature for a limited time only.

Yellow: Yellow crystals impart valuable, evolutionary information, at the beginning of each new age.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

AGE CONCERN

Between GAIA and the game's central life-form stand five of the world's most significant ages:

The World Before Land:
Before exploring the depths of the game there are the secrets of the world's first ocean to fillet. Modify your fish with Swordfish horns, dorsal fins and speed-inducing tails. Enemies range from jelly-fish to horny crustaceans with the dreaded Kuraselache - a shark-like monster - guarding the exit to the next era.

Early Creatures of Land:
As an amphibian your character ensures that insects are put in their place with the final confrontation between an updated version of the hero and a humongous Queen-Bee! With the aid of a strong set of jaws, a springy tail and an armoured body you can take out the Queen Bee's tail with ease.

Age of Dinosaurs:
'Can I be a Tyrannosaurus? Can I?' No, you can't - but there are plenty of options to create something equally fearsome. We'll leave you to work out what they are.

Ice Age:
The infamous meteorite bombardment heralds the dawn of the Ice Age. Skittering about on the ice, your character is crying out for a change. Mammals rule supreme in this era and a lion-like creature abounds with custom-built mane and a nifty little horn for added protection. Alternatively you can choose a Rhino, Hippo or Rabbit-like character. A few dinosaurs are still biding their long years in caverns, but the birds that are the most troublesome creatures. Apart from the Yeti...

Early Man:
Finally GAIA gets her first glimpse of her groom-to-be. He's not much to look at, but he's brave and as far removed from a couch-potato as she could hope for. There's a place for him in Eden yet. Hurrah!

NINTENDO 70

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■		
CHALLENGE	■	■		
REFLEXES	■	■		
ORIGINALITY	■	■	■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■		
MONTH	■	■		
YEAR	■			

PRESENTATION 92

▲ EVO's comprehensive option screens poses no problems. All incidental screens are tastefully presented. The maps, in particular, are beautifully screened.

GRAPHICS 83

▲ The many shapes adopted by the central character show imagination.

▼ The images presented aren't very exciting. EVO gives the appearance of an early Super

SOUND 86

▲ As ever Enix provide some wonderful music and great sound effects.

▼ At times some of the tunes sound comically inappropriate and become annoying.

PLAYABILITY 72

▲ A wealth of interesting ideas.

▼ Slo-ow down spoils the fluidity.The constant eat and evolve idea becomes tiresome. Most enemy characters are easily beaten.

LASTABILITY 64

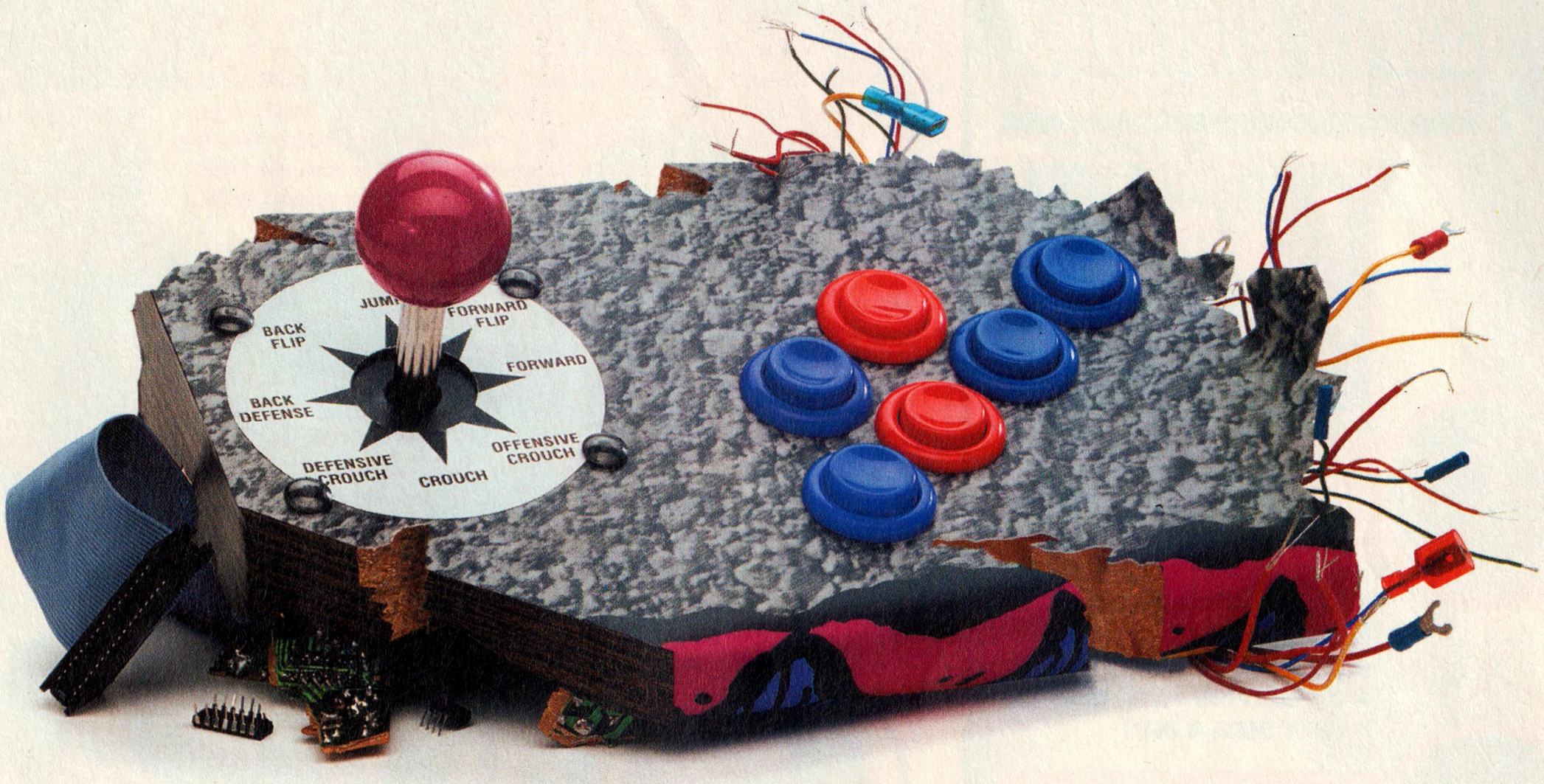
▲ The five ages are large. Amassing evolutionary points extends the time it takes to make it through.

▼ The action varies little from level to level and the game lacks real challenge.

OVERALL 70

An excellent and highly original game concept, especially for a console title. Unfortunately it doesn't work properly, evolving into a disappointment.

SUPER NINTENDO™
ENTERTAINMENT SYSTEM



WE RIPPED-OFF A PERFECTLY GOOD IDEA.

True arcade action. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. Still, it's about as close to an authentic arcade joystick as you can get, anywhere. The layout's familiar, and the construction's tough enough to handle the most challenging street fight or the ultimate battle for the universe. If you prefer control pads to joysticks, you'll love the asciiPad *(also pictured)*. Either way, our controllers have a few features you won't find in the arcades—state of the art effects designed specifically for today's coolest games. Special effects like Turbo Fire, Auto Turbo—even Slow Motion. The Super Advantage and asciiPad, for the Super NES. ***IT'S HOW TO WIN.***

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The asciiPad.
Small size. Big punch.

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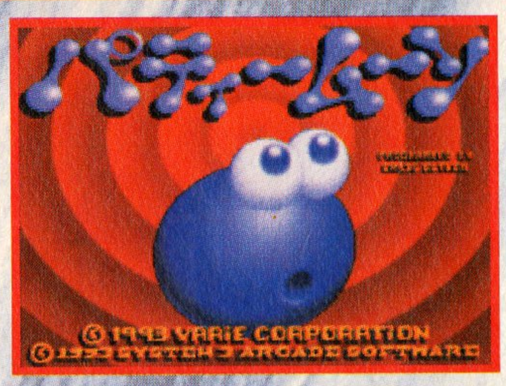
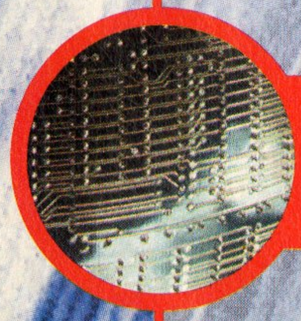
REVIEW

SUPER NINTENDO® ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** SYSTEM 3
- **PRICE:** £TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** FAIRLY STRAIGHTFORWARD
- **CONTINUES:** 1
- **RESPONSIVENESS:** GREAT
- **1ST DAY SCORE:** COMPLETE FIRST THREE LEVELS
- **GAME ORIGIN:** Based on the astounding pliable properties of that most popular window adhesive.

CONTROLS

- **HOW TO PLAY:** Use Putty's many skills to negotiate the three-screen platform environment, rescuing robots along the way and keeping an eye on his Pliability bar and three lives.

A — Stretch

B — Jump

X — Inflate

Y — Use magic (with DOWN)

L/R — L: Punch left
R: Punch rightA

S — START: Pause/unpause game
SELECT: Nothing

Life is one big adventure for Professor Ovpurchase, inventor and patent-holder of such essential twentieth century creations as the revolving sushi bowl, the revolving sushi, the revolving condiments set and super-durable napkins (very useful with all that revolving gear around). However, for some strange reason his creations never really took off. Some say it was because of a bad marketing strategy. Some say it was because the population wasn't ready for such advanced creations. Some say it was because his ideas were crap. The real reason, though, is probably because of the small plutonium reactors required to run the devices. And these same generators were indirectly responsible for the professor's greatest creation - Super Putty.

When subjected to high level doses of radiation, ordinary putty began to mutate and evolve into a sentient, stretchy mass the colour and consistency of warm Blu-Tac. The Professor wasn't too pleased about this. First of all, his windows fell out. If that's not enough, now the governments of the world want the Prof's Super Putty to save the world by rescuing a load of hamburger-shaped robots in this platform puzzler. Quite why these robots are shaped as hamburgers we're not exactly sure - but anything can happen when you zap your window fixer with gamma rays...

SUPER PUTTY

POLYFILLA

Worried by Putty's lack of big weapons to blow things to bits with? Never fear: our hero is able to inflate himself to a gigantic size. But instead of using this clever technique to convince enemies that he has in fact grown much bigger and could have any of them in a fight, Putty exploits his air inhalation skills in a different way. Once he's inflated to bursting point, Putters does just that, and the resulting explosion wipes the screen clean of enemies. Mind you, it's not advisable to use this all the time, as it has reduces his pliability slightly.

SOLVITE

REVIEW

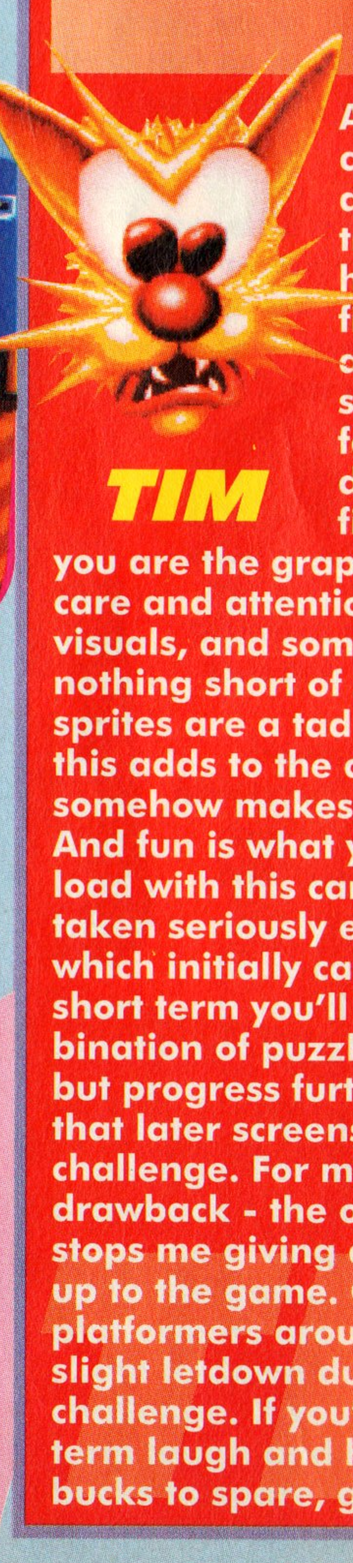
SUPER NINTENDO ENTERTAINMENT SYSTEM

Putty isn't just a malleable blob. Oh no. His irradiated molecular structure makes him a magnet for arcane energies - the forces of the supernatural if you will. This makes Super Putty a magician *par excellence*. Putso displays his conjuring skills when he absorbs certain creatures or objects. A small icon appears next to Putola's MAGIC box, displaying what magical power the blob is currently in possession of. For example, absorbing a glow worm causes Putty to climb the nearest vertical surface and electrically charge the platform above, blowing up any foes residing thereon. Pressing down on the joypad along with the B button is the trigger for this display of Wayne Dobson-style jiggery-pokery.

▲ The appearance of this cat is one of the most annoying moments in the game and it has a habit of cropping up when you least want it.

▼ This old geezer gobs 'chewin terbaccee' at you!

COMMENT



TIM

Another Amiga classic comes to the Super NES, and Putty makes the transfer in fine style. This has to rank one of the finest platformers around, and if you were starting to get tired of the format this is the shot you desperately need. The first thing which strikes you are the graphics - an awful lot of care and attention has been paid on the visuals, and some of the animation is nothing short of stunning. Granted, the sprites are a tad on the small side, but this adds to the cuteness of the game and somehow makes everything more fun. And fun is what you get by the bucket-load with this cart - absolutely nothing is taken seriously except the game itself, which initially can be quite tough. In the short term you'll be hooked by the combination of puzzle and blasting elements, but progress further and you'll discover that later screens don't present as much challenge. For me, this is the only major drawback - the only real factor which stops me giving a wholehearted thumbs up to the game. One of the best 16-bit platformers around, but ultimately a slight letdown due to the sameness of the challenge. If you're looking for a short-term laugh and have the appropriate bucks to spare, give Putty a spin.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BLU-TAC

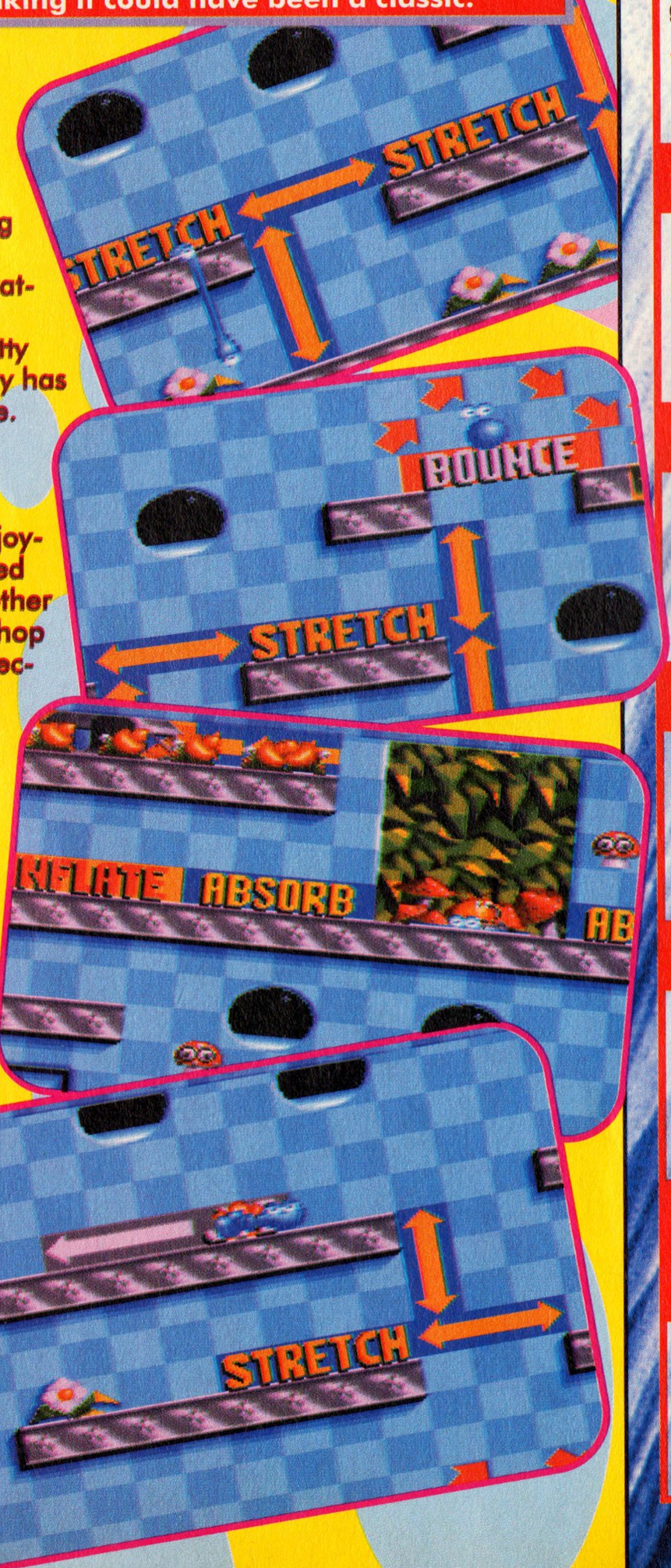
Because he's a small glob of pliable putty, Super is capable of a number of things a mere human could never dream of - sticking windows in place, keeping posters fixed to walls and getting stuck in your hair necessitating a swift and fashion-free cropping of the affected area. However, these skills are pretty useless in the robot-rescuing stakes, so Putty has had to develop some new areas of expertise. Here they are...

STRETCHING: Holding down the B button and pressing up, down, left or right on the joypad prompts Putters to stretch in the required direction. Should he make contact with another platform he'll stick onto it, allowing him to hop from platform to platform in any of four directions.

BOUNCING: We humans may think of it as simply jumping, but to a lump of putty with no muscles the art of bouncing is a complex affair involving several scientific impossibilities - defying gravity and that - for the required effect.

ABSORBING: Putty is able to spread himself out by squashing his body against the floor. In this state he is pretty much impervious to injury and has the added advantage of being able to absorb robots, enemies, and bonuses into his body for extra points, new abilities or simply to get rid of a foe.

JABBING: Pressing the L and R buttons on top of the pad causes Super to flail a fist in the relevant direction. These blows reduce enemies to their primary form, thus reducing their threat and making some of them easier to absorb. This is Putt's primary attack, and rather fine it is too.



COMMENT

RAD

Putty is certainly one of the best-looking Super NES games to be released for quite a while. The graphics are highly stylised with a bold use of predominantly primary colours, and the animation, particularly on the main sprite, is incredible. The game itself is great fun, with a pile of puzzles dominating over the pretty simple platform proliferations. However, all is not so rosy in the Putty garden, because the game is let down on a couple of counts. First, there are too many things to kill on each screen. You either spend three billion years offing them all or ten seconds being horribly killed by the blighters. Second, the levels aren't really that varied: the layouts don't alter radically where they really should to ensure there are options for a number of different uses of Putty's many pliability skills. Still, this is a refreshing and original change to the normal platform fare and certainly a lot of fun. I just can't help thinking it could have been a classic.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 90

▲ Loads of intermissions and all that jiggery-pokery.

▼ No options.

GRAPHICS 92

▲ The animation is spectacular, and the sprites are very detailed.

▼ Some sprites are a wee bit titchy.

SOUND 89

▲ Lots of effects and bouncy, jolly tunes.

▼ Bouncy, jolly tunes.

PLAYABILITY 92

▲ Dead ace, basically. Fluid controls and lots of things to do.

▼ Not enough major variety.

LASTABILITY 84

▲ Things get really rock after a short while.

▼ Although once you've mastered one level you'll pick up the knack for the others.

OVERALL 87

A very smart game which could have been smarter. But it's still dead good.

DON'T BE A MONSTER ASTRO-GEEK AND MISS OUT ON THE BIGGEST HAPPENING FOR 65 MILLION YEARS.

* MONSTER ~HUGE COMPETITIONS WHICH LEAVE OTHER SAD MAGS IN THE SHADE.

* TOP~ BANANA FEATURES WITH EUROPE'S BIGGEST STARS.

* MASSIVE NEW SIGNINGS OF FOOTBALL'S BIGGEST-EVER NAMES.

MATCH

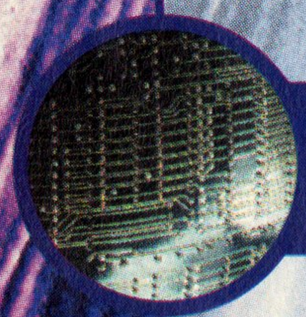
THE BIG~VALUE FOOTY MAG WITH IDEAS YEARS AHEAD OF THE REST.

REVIEW

GAME BOY

CART SPEC

- **BY:** SUNSOFT
- **PRICE:** £34.99
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 2 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Fairly tricky
- **CONTINUES:** Password
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Complete first five stages..
- **GAME ORIGIN:** Game based around the exploits of the venerable sprinting mouse.

CONTROLS

- **HOW TO PLAY:** Speedy has three lives with which to traverse the many scrolling platform levels and defeat the bosses who lie in wait at the end of every three stages.

A — JUMP

B — NOUGHT

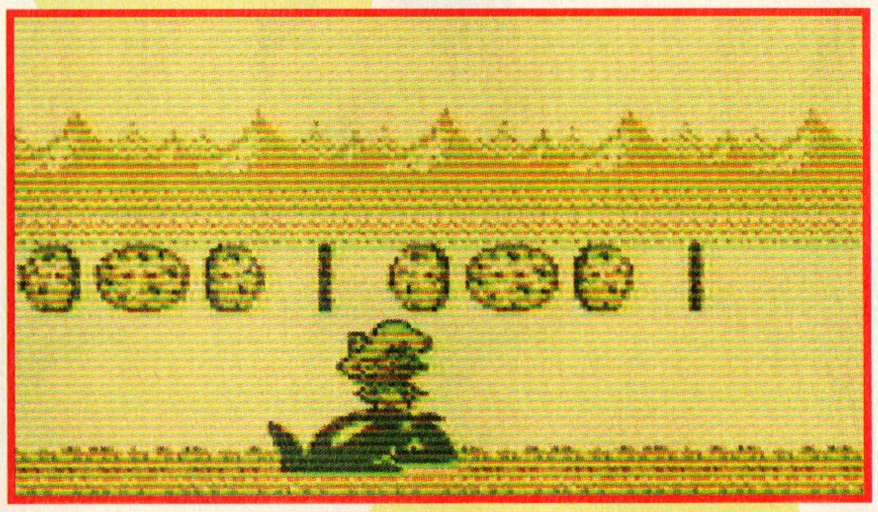
S — SELECT: RIEN

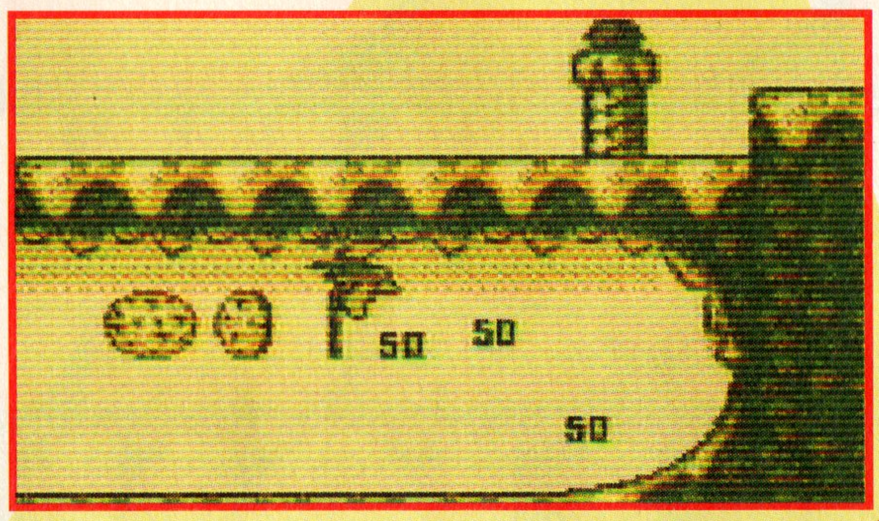
S — START: PAUSE

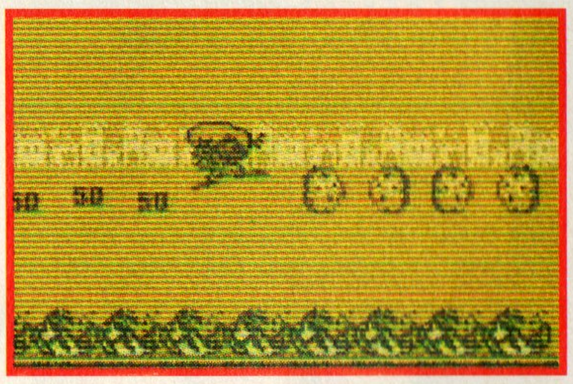
Speedy Gon

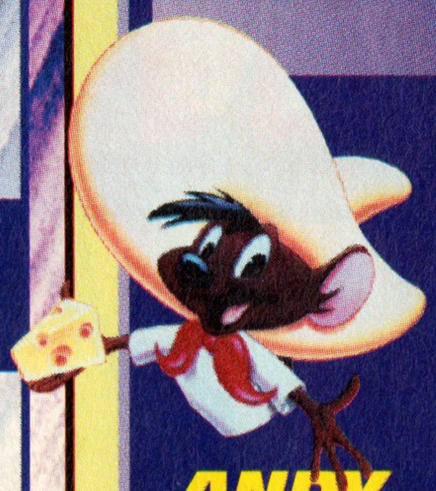
Speedy Gonzales, one of the favourite cartoon characters of a generation. Unfortunately, not this generation. Whilst all the other Looney Tunes characters have had their contemporary popularity assured by modern efforts such as Tiny Toons and the Tom and Jerry Kids Show, poor old Speedy Gonzales has been somewhat left behind. No Yogi's Treasure Hunt for him, and indeed, not even a place on Walker's Looney Tunes Chips.

However, now there is a bid to revive the flagging fortunes of the down-on-his-luck rodent, thanks to Sunsoft. Speedy now has his very own platform game, which might just be the start of a bit of a comeback. Or not.





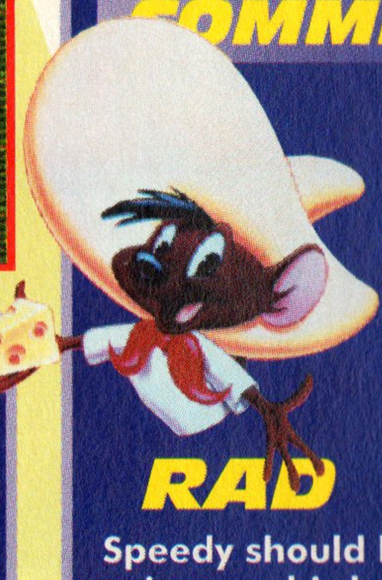




COMMENT

ANDY

I'm old enough to remember when kids thought Speedy Gonzales was cool. Of course I wasn't one of them. Ahem. Anyway, I was rather looking forward to seeing him in action again - and I wasn't disappointed. What could have been a dismal platform effort riding on the back of an antique cartoon licence has been lifted by a good use of Speedy's best quality - his notorious speed! Unlike some of his bigger feline and spiney contemporaries, his use of speed doesn't always mean premature doom or ring-related misery. The result is a fast-paced and fairly challenging affair that makes good use of the Game Boy's limited sonic and graphic capabilities - particularly impressive is the bit where where Speedy races through town on the intro screen. I'd say this is one of the better platformers around at the moment. Check it out.

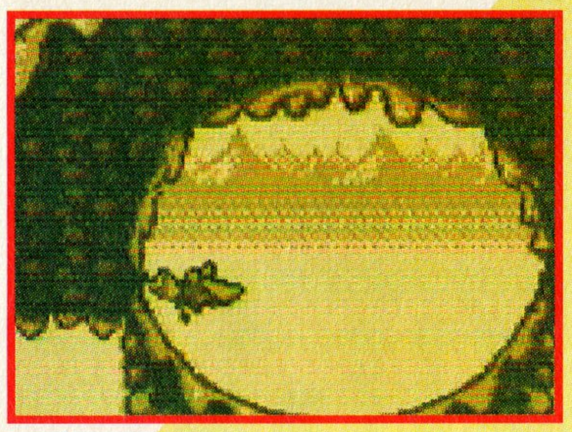


COMMENT

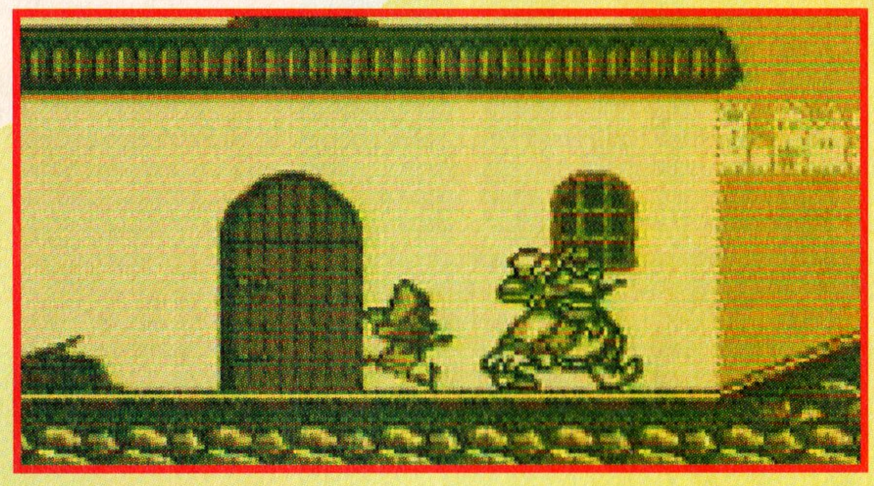
RAD

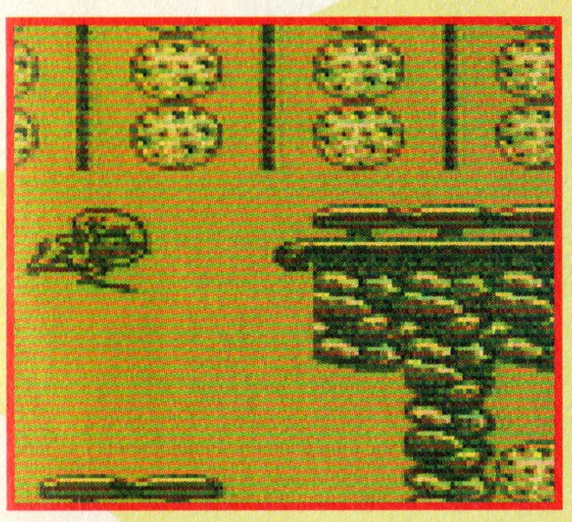
You know, I got this horrible feeling of deja vu when I played Speedy Gonzales. I just had this notion Speedy should have spines on his back and little sidekick with two tails. Still, there are actually quite a lot of decent ideas in Speedy, and it's all very well done. There's always a lot going on, and some of the important switches are hidden most deviously. What's more, Speedy Gonzales packs a decent challenge, something most Game Boy platform titles neglect to include. There's zillions of games of this type around, but Speedy actually proves to be a bit better than most. Worth a look if you're after a decent platformer.

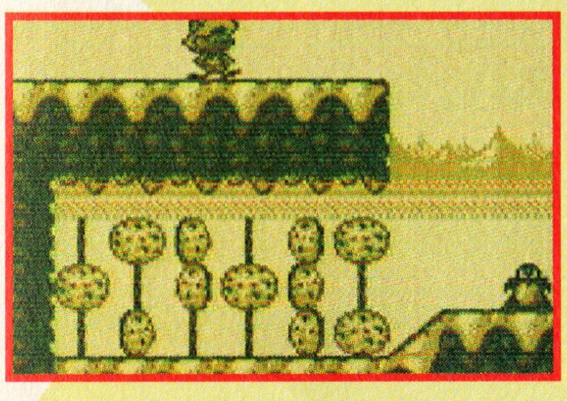
dy Gonzales



▲ If you thought only hamsters and blue hedgehogs did stuff like this, think again.

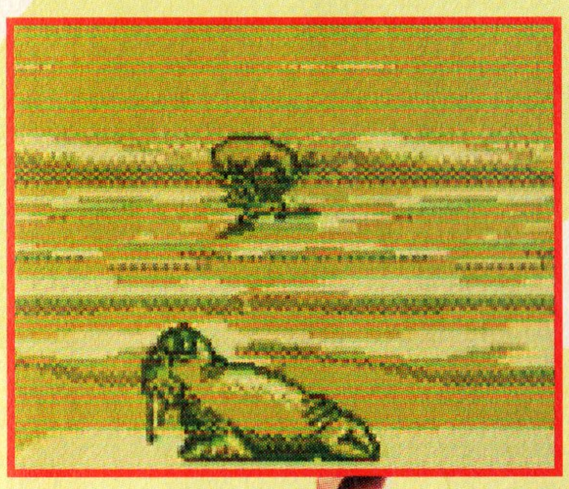






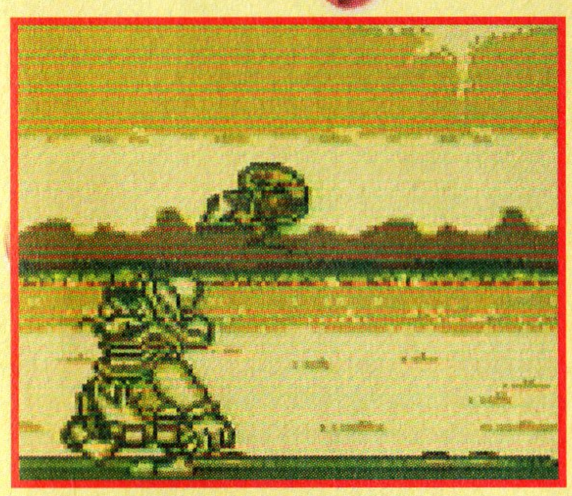
HE'S TINY

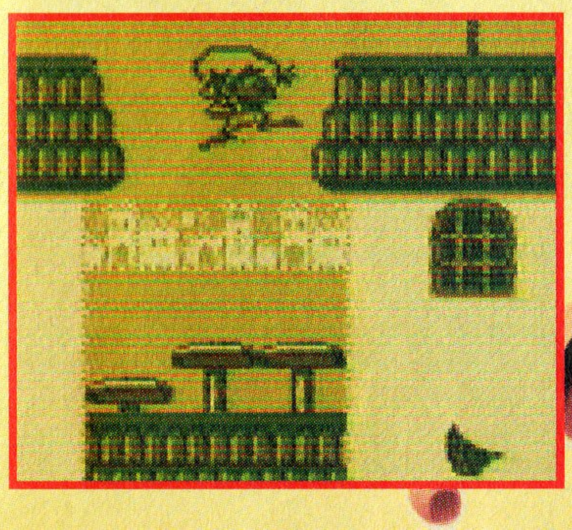
If there's one thing Speedy Gonzales is famous for, it's being the Mexican mouse no-one's heard of anymore. However, if you had by any chance seen a Speedy cartoon you'd know that he is in fact very, very fast indeed. This is an integral part of the game. There are parts where Speedy runs through loop-the-loops, bits where bumpers propel him to ever more amazing velocities and even occasions when Gonzo runs right up a vertical wall, along an overhang (upside-down) and then back up onto the top of the track! None of this has been seen anywhere before, especially not in any game featuring, say, a hedgehog!



HE'S NOT VERY POPULAR ANY MORE

Every level in Speedy Gonzales has a plethora of question marked signposts around it. These have a dual use - one as restart points should Speedo die, and the other as switches which have various effects on the environment. Running into the switch turns it on or off, although its effect is not immediately apparent. It may open up a new tunnel, or turn a fan on, or indeed off, or build a bridge or anything. Needless to say it is essential to find and trigger every switch in the level.





RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY		■		
ACTION		■	■	
CHALLENGE		■	■	
REFLEXES		■	■	■
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	
MONTH	■			
YEAR				

PRESENTATION 74

▲ Nice game over screen and intro bit. There's a password system too.

▼ Title screen is a bit bland and there's no options.

GRAPHICS 88

▲ Main sprite is pretty good, all other sprites are smart, the backgrounds are simple enough not to blur but detailed enough to look good.

SOUND 80

▲ The tune which accompanies the action is pretty reasonable.

▼ Could do with a few more effects.

PLAYABILITY 84

▲ Fast moving, plenty of attention to detail, loads of bonuses and little exciting bits.

▼ To be honest, you'll probably have seen a lot of it before.

LASTABILITY 80

▲ The levels are long and get very tough pretty early on.

▼ Password system makes it all a lot easier, though.

OVERALL 82

A fine platform game which is good enough to deserve a look, but not a classic.

FABULOUS NMS T-SHIRT OFFER

You can always tell when it is summer in the NMS office. If it's not the knee-deep piles of Mivvi and Feast sticks which block up all the fire exits, or the sudden appearance of lily-white knees, it is the welcome arrival of those most elegant of garments - the NMS t-shirt!

Yes indeed, no sooner is the sun shining, the Mivvis eaten and the knees out, then all the team are the height of fashion in their stunning Mario-embossed shirts.

Available in gorgeous grey or beautiful black, these are THE fashion accessory to be seen in. Forget the 70's retro stuff, it's all tish and pish when compared to these babies. Mind you, not every Tom, Dick or Harry can get one - and the likes of Kate Moss and Naomi Campbell can get stuffed for a start - because only die-hard NMS fans are invited to get these.

Want one? 'Course you do! Here's what to do ...

HOW TO ORDER

Please complete the coupon and return to NMS t-shirt Offer, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leics, LE16 9EF.

Please ensure your cheque/Postal Order/ International Money order is made payable to EMAP Images Ltd.

UK ORDERS

Please include a postage and packing charge of 50p per item within your payment.

If you wish to pay by VISA, you can phone our order hotline on 0858 468 888

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We suggest that overseas readers pay by International Money Order.

Offer closes 20th September 1993.

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I enclose my cheque (address on back) / postal order made payable to Emap Images Ltd. or please debit my Access/VISA account with the sum of

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Card Expiry date ..... /9...

Mr/Mrs/Miss .....

Address .....

..... Postcode .....

Signature .....

(Please enter quantities required in boxes)

ITEM	SIZE	PRICE	TOTAL £
Grey NMS T-shirt	M	£6.99	.....
Grey NMS T-shirt	XL	£6.99	.....
Black NMS T-shirt	M	£6.99	.....
Black NMS T-shirt	XL	£6.99	.....
		TOTAL	.....

Please add 50p per item, postage & packing (Euro/overseas readers see 'How To Order')

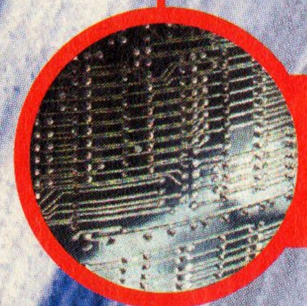
Please allow 28 days for delivery

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** INTERPLAY
- **PRICE:** £TBA
- **RELEASE:** TBA
- **GAME TYPE:** RACING
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Cool
- **CONTINUES:** Password
- **RESPONSIVENESS:** Pretty good
- **1ST DAY SCORE:** complete two levels
- **GAME ORIGIN:** Futuristic off-road racing game with a rock 'n' roll theme, man.

CONTROLS

- **HOW TO PLAY:** Drive your car around the tracks, beating the other cars to first place. Don't crash into things or you'll blow up.

A — Accelerate

B — Jump

X — Drop spikes

Y — Fire rifle

L/R — L: Hard left turn; R: Hard right turn

S — START: Nothing; SELECT: Pause/restart game

OK! Hello London! Are you ready to raaawk? Thunder and lightning! Yes, it's time for Y&T, Whitesnake, Ratt, Jackyl, Tyketto, Trixter, Tigertailz and WASP to don their spandex kecks and bullet belts, tease their hair and slap on their make-up for the off-road event of the year - it's the Inter-Glam Rock Tournament, otherwise known as Rock 'n' Roll Racing.

But how come these sultans of hip are driving off-road trucks for a living instead of turning out fine tunes such as Headless Children, Slide It In or She Loves My...yes, well anyway, why have these fine tunesmiths abandoned their position at the very top of the musical world in order to pursue careers in world of Bank Holiday TV racing? The reason is this: they're all crap. In fact, the only reason their collective management came up with this racing wheeze in the first place was the hope that they'd all crash their cars and perish in flames. Just to make sure, the organisers came up with a series of deadly traps and hazards just to add an extra element of danger. But hey, you're a real rock 'n' roll rebel with nothing to lose but your pact with Satan, right? Well, something like that anyway.

PS Dear Heavy Metal lawyers - we actually think that all the bands mentioned above have made a constructive and lasting contribution to the development of 20th Century music and everything we said was just a joke.

ROCK RA

COMMENT

At first, Rock 'n' Roll racing feels very cumbersome - and trying to get your truck to do what you want can be frustrating. However, persevere with the controls and things improve enormously. Once you get used to the inertia and master sliding or jumping around the corners, whole new vistas of delight open up before your very eyes. In short, Rock 'n' Roll Racing is great. There are zillions of courses and things start getting tricky pretty early on. The two-player mode is another great bonus, especially with both head-to-head and full tournament two-player options. The music, the selling point of the title, is nothing short of fantastic with faithful versions of some completely ancient tunes of the sort Andy goes for. If racing/trucks/dodgy bands are your thing(s) then most certainly give R'n'R Racing a go.

RAD

POISON

There's only one thing more important than your truck - the driver! Luckily there's a huge selection of drivers to choose from in Rock 'n' Roll Racing, each with their own specialist skills. Some are pretty quick when it comes to getting their foot on the floor, while others are a bit handier at turning the old steering wheel. Indeed, here's a complete listing of all the drivers and their abilities:

SNAKE SANDERS (Earth): SPECIAL SKILLS: ACCELERATION, SPEED

CYBERHAWK (Serpentis): SPECIAL SKILLS: ACCELERATION, JUMPING

ALEXIPHYR (Halodine): SPECIAL SKILLS: JUMPING, SPEED

KATARINA LYONS (Panteros V): SPECIAL SKILLS: JUMPING, CORNERING

BILLY BADLAND (Xeno Prime): SPECIAL SKILLS: ACCELERATION, CORNERING

TARQUINN (Aurora): SPECIAL SKILLS: SPEED, CORNERING

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

ROCK 'N' ROLL RACING

▲ What did the big car say to the little car? Oops wrong joke!

SKID ROW

Apart from a driver, there's one highly important thing needed in order to off-road race - a truck! As luck would have it, there's also a selection of driveables which, a bit like the list of drivers, we're about to outline below:

MARAUDER: This truck is a nippy little number more suited to the smoother tracks, where its speed advantage may be exploited to the full.

COMMANDO: A four-wheel drive truck in the most traditional sense. This brute may be a little cumbersome, but it's especially adept at handling rough tracks and corners.

DIRT DEVIL: The ubiquitous middle-ground machine with no real advantages speed- or handling-wise.

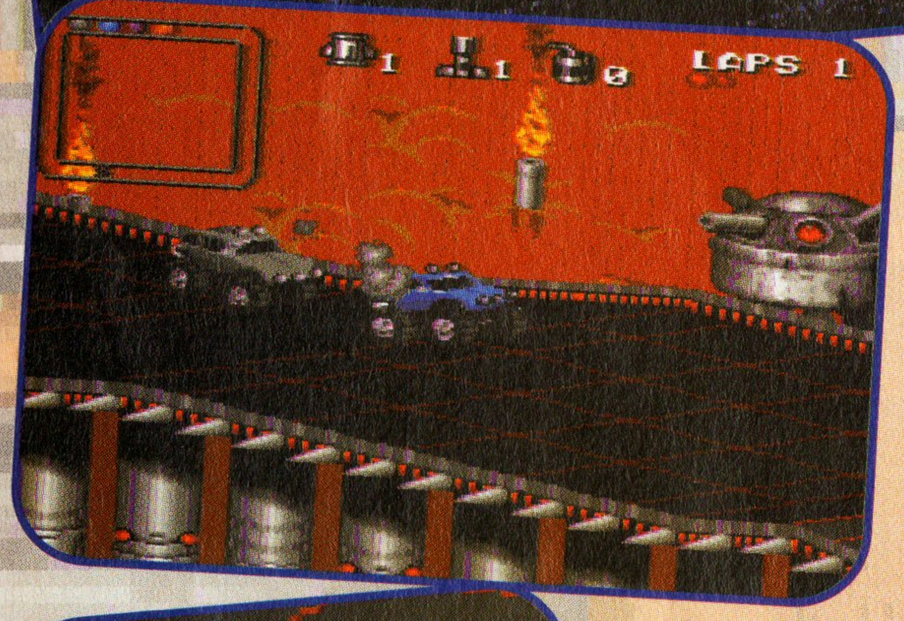
COMMENT

TIM

Yeehah! Rock 'n' Roll Racing comes close to stealing Mario Kart's crown as the greatest Nintendo racer of all time! It doesn't quite get there, but we are talking seriously slick stuff here. From the moment you clap eyes on those chunky no-nonsense graphics and whack up the stereo for full-blown rock 'n' race groove toons this is a cartridge which grabs you by the throat and doesn't let go. Choose your complete loony from the list on offer and prepare to blow six bells out of them before you reach the Finish line. The only way I can describe this game is a sort of Isometric 3D Super Off Road With Missiles, if you get the picture. It's not a game for wimps, either. Hesitate one nanosecond with your weapons and chances are you're going to get blown across the track. Graphics are spiffy, sound a treat - although the tracks can irritate after a while - and gameplay little short of superb. The computer fields some fine opponents, but just like MK this one comes into its own when you're playing a pal. If you've got Kart and want another top-class racing challenge, R'n'R is highly recommended. It's bloody brill.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



▲ Frighteningly like the interior of the Alien den isn't it? Well, perhaps not.

WARRANT

Every time your driver arrives home in the top three you're rewarded with a cash prize. As they're rather obsessed with racing, however, the drivers don't hoard the loot, buy a big house and live in luxury for evermore. No, they use the dough to make their vee-hickle even better than ever before. Anyway, as you may expect there's a large list of adjustables on your van, each of which may be upgraded a number of times.

ARMOUR: The protective shell of the truck. Determines how many hits or knocks you can take before blowing up.
ENGINE: Determines the speed and acceleration of your car. The most expensive upgrade going.
HYDROSPRINGS: Aids the suspension and, more importantly, the jumping capability of your transport.
TYRES: Improves cornering by enhancing traction. A good VFM improvement thanks to their relative cheapness.
JUMP JETS: Just yer average one-off jumping-boost-type bargain basement-type thing.
SLIPSAUCE: Determines the number of times you may drop tyre-shredding spikes on the course per lap.
PLASMA RIFLE: Gives you a set number of super-power plasma rifle shots per lap.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE			■	■
REFLEXES			■	■
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	■
WEEK			■	■
MONTH			■	■
YEAR				

PRESENTATION — 87

▲ About one and a half billion options and superb in-game presentation.

▼ Can take a bit too long to get past all the options and into the game.

GRAPHICS — 85

▲ Bright, colourful and chunky with a fair amount of variety 'twixt levels.

▼ Not overly awe-inspiring though.

SOUND — 92

▲ Rrrrrrraaaackin'! Some of the best music heard on the Super NES yet, plus some spectacular speech.

▼ The actual racing effects are a bit sparse.

PLAYABILITY — 86

▲ Great fun, loads of tactics to learn and hordes of courses.

▼ Takes a bit of getting into and can prove a tad too difficult.

LASTABILITY — 87

▲ Should take ages to finish, and the two-player mode adds plenty to the lastability...

▼ But it's not Mario Kart, and you may tire of the lengthy one-up tournament.

OVERALL — 88

A very good racing game which might not quite be up to Mario Kart standard, but which is mighty fine all the same.

UNLEASH THE BEAST.

The news from the European Ministry of Automotive Pleasure is good. An exciting, dramatic and visually splendid new motoring magazine has hit the streets. It's called Max Power, and if you're into modifying your car for extra performance and style, it'll tell you all you need to know. What to do, what to buy and where to buy it. It's fun, it's bullshit and jargon-free and it's out now, so get to your nearest magazine dispensary fast and unleash the beast in your car.

ON SALE NOW!

October issue features:

- ★ Peugeot 205 GTI Group Test
- ★ Rover V8 Escort, Mkl
- ★ Get into Motorsport
- ★ Part I of Brakes Mega Test
- ★ Guide to In Car Safety
- ★ Opel Manta Buying Feature

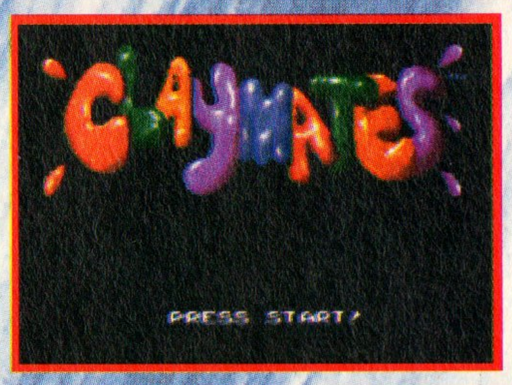
PLUS, this mind blowing nutritious sticker sheet completely free!

MAX POWER

YOU'D HAVE TO BE A RAVING LUNATIC TO MISS IT!

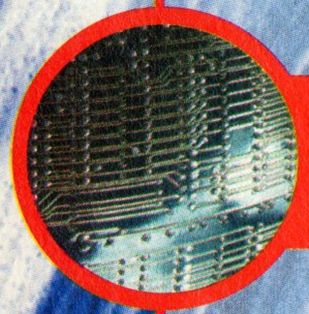
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY: INTERPLAY**
- **PRICE: £44.95**
- **RELEASE: OCTOBER**
- **GAME TYPE: PLATFORM**
- **CART SIZE: 8 MEG**



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Infinite
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Reach second boss
- **GAME ORIGIN:** Claymates is a brand of Play-Doh popular in the US. The game is based on the creatures used to promote the gunk.

CONTROLS

- **HOW TO PLAY:** Adopting a series of forms, the player makes their way across a series of platform-based stages.

A	Dig
B	Jump/swim/fly/dig
X	Not used
Y	Run
L/R	L: Not used R: Not used
S	START: Pause SELECT: Not used

CLAYM

As well as stuffing their faces with cheeseburgers all day (as all Americans do), rather than play with Action Men and things, it seems US kids prefer to make shapes and things out of clay. Of course, on the adverts, it looks a pile of fun with cute cats and mice showing you just what's possible with the stuff - and their popularity has seen them star in this new Interplay platformer. Controlling a blob of clay, Claymates sends the player after an errant Witchdoctor who has pinched a special serum and is responsible for your current clay-based state. Initially resembling System 3's blobby Super Putty hero, magic piles of moulding clay allow Clayton to change his form into that of a mouse, a cat and other such cute animals - the main advantage being that he can then adopt their particularly useful abilities (small size, climbing, etc). Using these to maximum effect is the key to retrieving the serum, but the witchdoctor and his many cronies are out in force to stop him.

COMMENT

ANDY

It seems like Interplay have tried to cram in as many gamestyles as possible in Claymates, and they should be commended for attempting to do so. However, they have also managed to cram in one extra feature - what we like to call "The Bubsy Factor". You know, where you're tooling along quite happily only to run into a hitherto unseen enemy or hazard. I did find though that this is infinitely more enjoyable an expererience than Bubsy. The graphics are great, very clay-like. The tunes are good too, sounding a lot like Danny Elfman's Beetlejuice efforts. The characters are all easily controlled - apart from the pesky little clay ball - and the levels are interspersed with some interesting sub-games. All in all, Claymates adds an interesting twist to the platform genre. Give it a whirl.

MATES

MEET THE GANG

As a basic blob of clay, Clayton is unarmed apart from a handy fist and his bouncing skills. By collecting the blobs of coloured clay left around the game's many streets, though, he can become any one of the following...

Muckster: With a name like Muckster, you'd expect this Claymate to be a pig or something. Nope, the unfortunately-named Muckster is in fact a cat whose abilities include clawing things, climbing trees and - presumably - puking hairballs on to the carpet.

Oozy: Oozy is to mice what Kris Akabusi is to athletes - ie very fast as opposed to completely crap at presenting the Big Breakfast. With a powerful roar(!) to see off enemies and a small physique, he's quite a formidable figure.

Gloopy: Gloopy is a fish. As such, Gloopy can swim. However, due to Gloopy's stupidity, he doesn't realise he is a fish and can also walk on land for as long as he can hold his breath - which is extremely difficult when gobbing air bubbles at any oncoming nasties.

Globmeister: Glob looks like a rat, but has mole and squirrel-like characteristics, too. He can dig, lob and eat acorns and... er, that's it.

Doh-Doh: Green clay makes Clayton warp into this bird-like form. Hey, and guess what? This bird can fly (wooh!) providing he gets a bit of a run-up, but gets shagged out really quickly and drops out of the sky rather ungracefully.

COMMENT

STEVE

There's loads to recommend about Claymates, but at the same time it just gets so frustrating that it's easy to forget about the good points. In terms of presentation, there's loads to praise, with loads of colourful sprites, neat platform-related touches and the like - but all this is worth very little if the game proves be unfair in terms of sprite detection. For instance, Clayton can turn into a cat and all that, but as soon as he gets hit he is regressed to clay form which almost immediately sees him finished off as the clay is so unwieldy to control. Ordinarily, this wouldn't be such a problem but, on later stages, timing becomes everything in Claymates and it's nigh-on impossible to progress as a blob of clay. I'm still a moderate fan of Claymates, but these flaws seriously damage the game's playability which is a real waste.

▼ 'I can't believe it,' said Steve in despair. 'The last picture I have to caption on NMS and Dave uses this one. Right, I've had it. I'm off...'

THE MAP-PET SHOW

In between the assorted platform-related shenanigans, Claymates throws in a slight puzzle element. As soon as a stage is complete, two robots are sent out to clear a path using bombs and axes to remove any blockages in Clayton's way. However, these rather dumb droids tend to wander around the perimeter of the map, so objects should be placed in their path to redirect them to the aforementioned blockages. It sounds simple, but, ooh, they can get quite tricky...

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	■
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK		■		
MONTH	■			
YEAR	■			

PRESENTATION — 74

▲ Er... the title screen's very nice.

▼ Minimal options.

GRAPHICS — 83

▲ Plenty of variety in the sprites, platforms and backdrops. It all moves very smoothly and looks the business.

SOUND — 72

▲ A neat introductory tune and rather spiffy effects, all of which suit the action perfectly.

PLAYABILITY — 76

▲ It's simple enough stuff which features loads to experiment with...

▼ ....but the unfair nature of some hazards is extremely annoying.

LASTABILITY — 84

▲ There's plenty to see, and the puzzle element between stages adds a little extra to the game.

OVERALL — 80

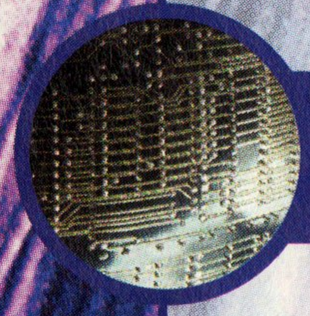
A really well presented platformer which has real potential but is let down by far too many frustrating elements.

REVIEW

GAME BOY

CART SPEC

- **BY:** THQ
- **PRICE:** £TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 2 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Fairly easy
- **CONTINUES:** 3
- **RESPONSIVENESS:** Not bad
- **1ST DAY SCORE:** Stayed awake for one hour.
- **GAME ORIGIN:** Another game based on that wacky cartoon character, Taz.

CONTROLS

- **HOW TO PLAY:** Guide Taz through the scrolling platform environment avoiding enemies and keeping an eye on his three lives.

A — Taz spin

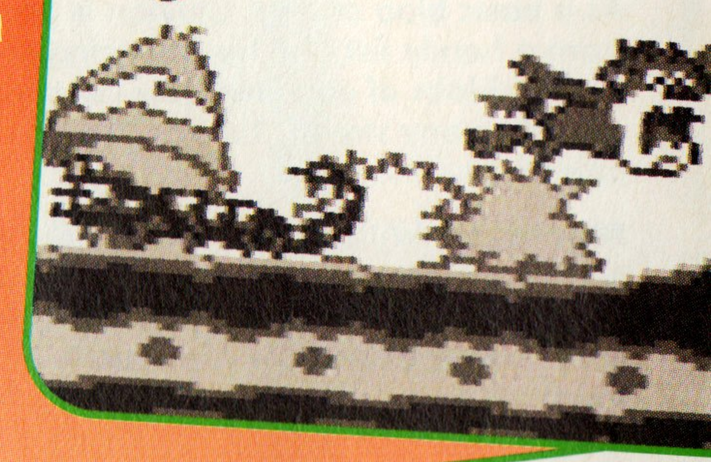
B — Jump

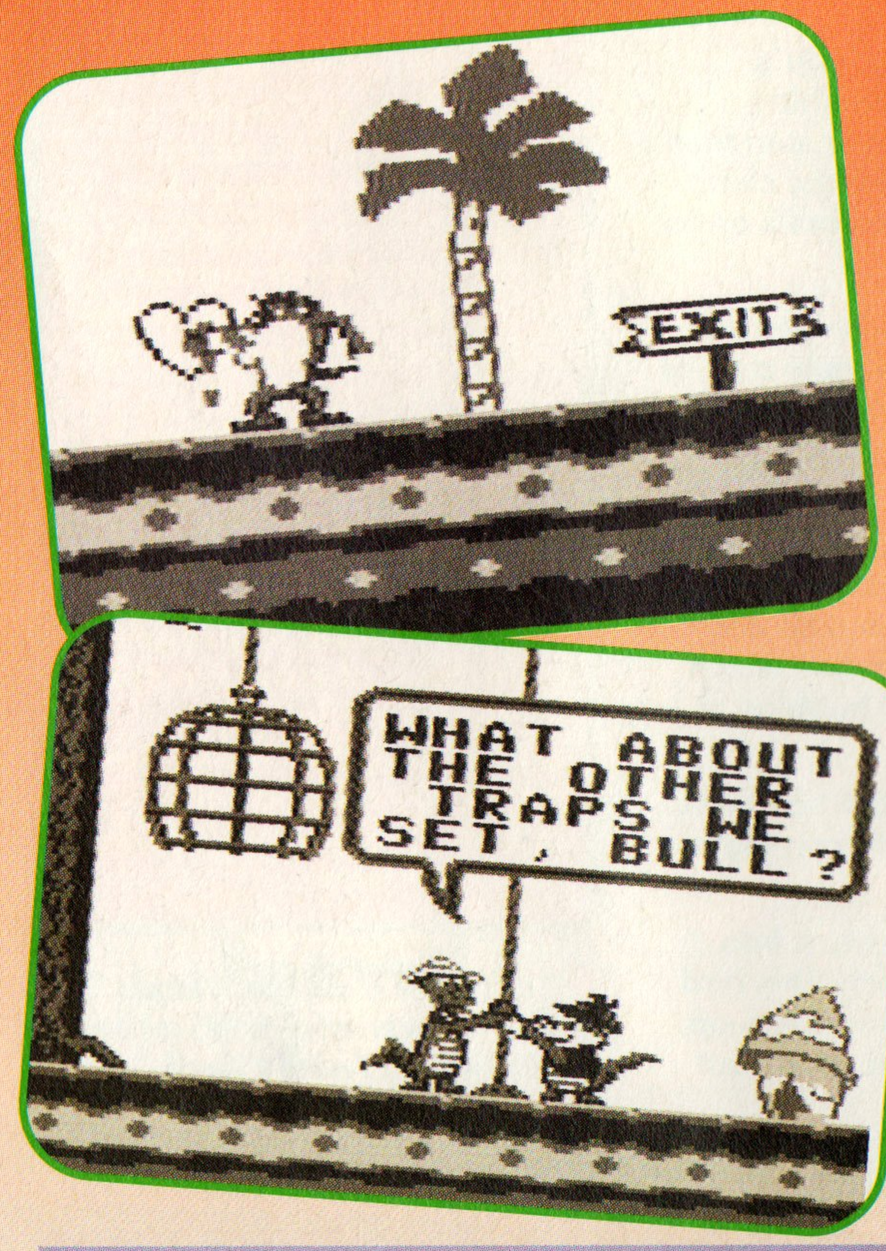
S — SELECT: Nothing

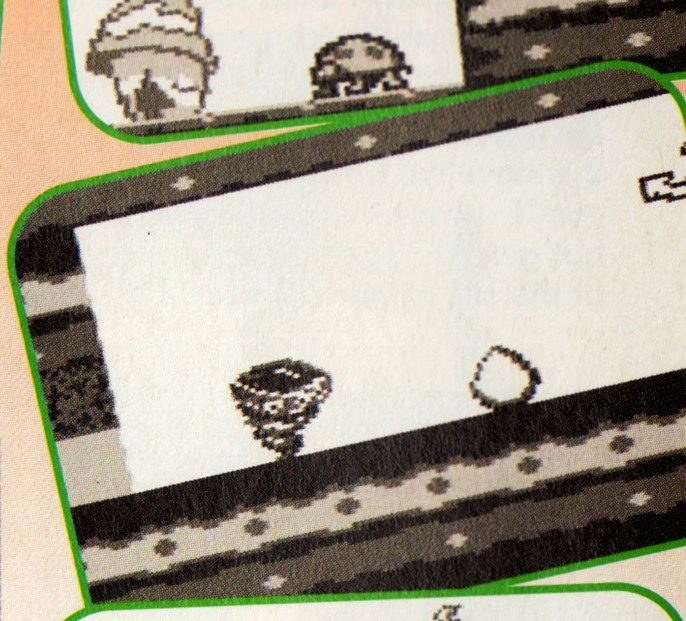
S — START: Pause/unpause the game

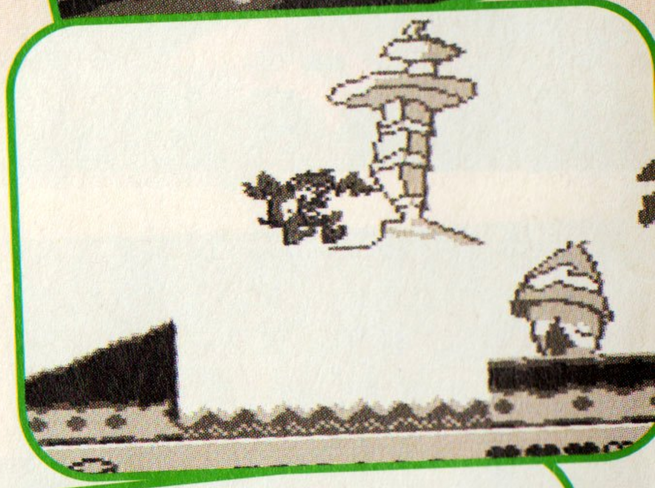
Bugs Bunny. One of the most popular and successful cartoon characters ever, a rabbit with a wealth of possibilities as far as game licenses are concerned. Yes, Bugs is probably the game creators' dream come true. Sadly, this game is actually about Bugs' arch-enemy the Tasmanian Devil - and all he ever did was spin around and eat everything.

Still, that didn't stop him from getting a TV show all of his own - along with the other members of his family who mystically appeared when they needed some more characters to pad it out a bit. Since then there's been no stopping the flood of Taz games swamping every console in the known galaxy. In an unprecedented move of originality, THQ's latest attempt at bringing the furry predator to the video games world takes the form of a platform game. Taz has to rescue all the lost acorns in each level without dying, which sounds like a noble quest if ever there was one.









COMMENT

RAD

THQ have an unfortunate reputation for grabbing licenses and turning them into third-rate platform titles - although it was a promising sign when Super NES Taz appeared as a racing game. Obviously though, the 16-bit game would never had survived the transition to the Game Boy, so they've chosen to stick to this tried and tested formula with hand-held Taz. However, unlike most THQ games where there's nothing really wrong that a bit of imagination wouldn't fix, Taz also manages to be badly programmed. Watch as Taz spins, see the sprites and background become a single blur. This makes it impossible to see what's going on - although perhaps that's a blessing because the game itself is bland, boring and stunningly unoriginal. Avoid.

DINOSAURS ARE ACE

Taz is famous for his spinning japery, and THQ have taken full notice of this, making it an essential part of the game and very handy for both killing enemies, breaking through barriers or tunnelling through rock faces. But unlike the real Taz, who rarely stopped spinning, Game Boy Taz is pretty short of breath and has to keep an eye on his Spinergy bar. Once this is fully depleted, Taz is out of spin - until his bar is left to replenish itself. Similarly, collecting a sparkling spin icon allows Taz a limited period of energy-draining-free spinning.

ACORN ANTIQUES

As everyone knows, Tasmanian Devils are vicious meat-eating hunters. So what should little Taz enjoy more than munching on a nice acorn? Yes indeed, that's what our environmentally-conscious vegetarian Taz prefers to a raw, bleeding steak on the hoof - and it's his duty to eat as many of the little oak seeds as possible. Every time he munches on one of them he is awarded points and should he put a hundred of them away, he earns an extra life.

COMMENT

ROB

It's bad enough these days when you have to put up with a very average and unoriginal platform game. It's even worse when the platform game is not only unoriginal, it's also quite badly programmed. Tazmania is unfortunately such a game. The game moves quite fast, which is fine, but the screen seems a constant blur. Everything you are likely to see you've no doubt seen before on a whole number of other forgetful occasions. Taz also proves to be far too easy, despite the frustrating state of the gameplay. I'm afraid that this is another one destined for that pile of half-baked, half-good games that are here today and gone tomorrow.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■		
CHALLENGE	■	■		
REFLEXES	■	■	■	
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■		
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 80

▲ The title screen's quite nice and the in-game presentation is pretty smart.

▼ The options are a bit sparse.

GRAPHICS — 48

▲ The backgrounds and sprites are fairly detailed.

▼ The effect is ruined by horrible screen blur.

SOUND — 62

▲ There are both tunes and effects...

▼ ...But they're all crap.

PLAYABILITY — 56

▲ Quite responsive and everything.

▼ Dull, lifeless, nothing new, horrible blur ruins it all anyway.

LASTABILITY — 51

▲ There's any number of levels.

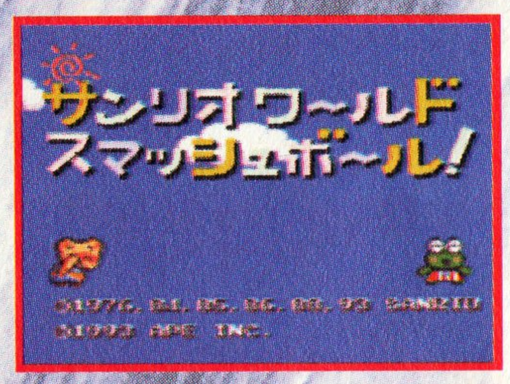
▼ But they're all the same and it's actually pretty easy and you'll hate it after five minutes.

OVERALL — 52

Black armbands out. It's time for the funeral march.

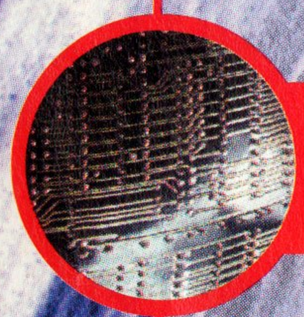
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** CHARACTERSOFT
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS
- **CART SIZE:** 6 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** AVERAGE
- **CONTINUES:** PASSWORD
- **RESPONSIVENESS:** SMART
- **1ST DAY SCORE:** Get up to level 20.
- **GAME ORIGIN:** Based on an obscure 1976 Japanese coin-op a bit like Pong.

CONTROLS

- **HOW TO PLAY:** The object of the game is to knock the puck through your opponent's defences and score goals.

A	Nothing
B	Hit left
X	Super Shot
Y	Hit right
L/R	L: NOTHING R: NOTHING
S	START: PAUSE/UNPAUSE GAME SELECT: NOTHING

SM

Charles Darwin, eh? Having offended all those people when he came up with his theories of evolution and natural selection, he needn't have bothered because he was completely wrong. Natural selection, schmatural selection! Everybody knows why humans are the dominant species on this planet. It's because they're really good at Smashball.

Smashball was the Creator's way of choosing between his four favourite species - people, frogs, fish and teddy bears - to see who exactly got to run the operation. The rules are simple. Representatives of each of two classes are placed in an arena. Behind them is a goal. This goal is protected by a number of bricks, which are destroyed by whanging a puck at them. Get the puck past the bricks and into the goal and you win a point. Win three points and you go through to the next round. Win the entire game and you're crowned King of the World and allowed to run everything until either you become extinct or the sun goes critical and everything gets blown up anyway. Sadly, this glittering prize is not available to Super NES Smashball players, what with supreme dominance having been decided already (the fish won), but all the fun of the original game is there.

▲ Ted waves goodbye to the entire EMAP editorial staff.

FROGBALL

In defence of each player's goal is a row of blocks. Each of these has a number of dots displayed on it, which determines the number of hits they can withstand before they evaporate, leaving a gap in front of the goal. However, there are other blocks which crop up from time to time on certain screens to help you out. Stone blocks are grey and completely indestructible, which is fine when they're on your side but a real hindrance when they're defending your opponent. Plug blocks are knocked down by a single hit but spring back up again after a short time. Finally, pyramid blocks rise out of the floor for a short spell and sink back into the ground for an equal spell, thereby providing untrustworthy protection.

TEDDY TENNIS

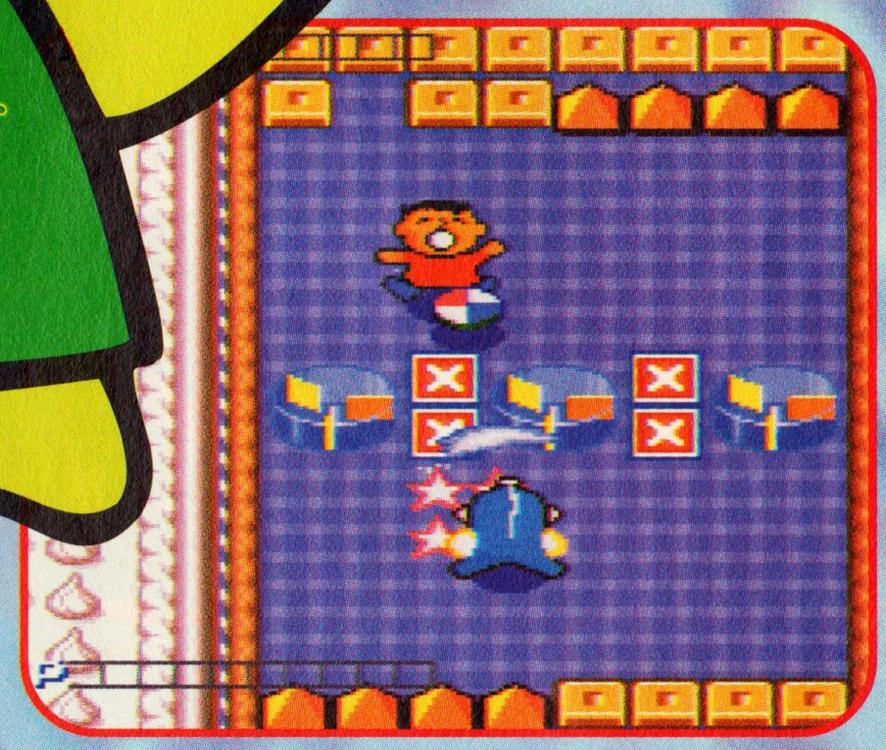
There is another type of block present in the bestiary of smashball blocks - the bonus block. When smashed this releases a bonus icon which floats slowly towards the other end of the arena. Whoever collects this icon gains the use of the following powers for the rest of the round:

1. PUCK: Gives the player harder puck-hitting abilities.
2. PAW: Speeds up the lucky recipient.
3. POWER-UP: Automatically puts the collector's Super Shot bar up to maximum, allowing a free Super Shot.
4. JAWS: The bestest icon going. This destroys all the destructible blocks in your opponent's wall, making the game a veritable fish/barrel affair.

SMASHBALL

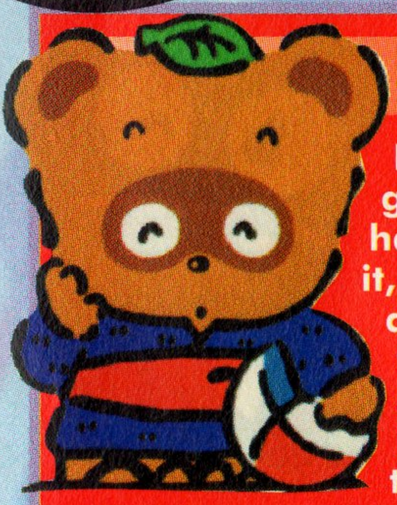
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



▲ Hey! Come and look at this! What are Steve and Lucy out of MEAN MACHINES doing in that corner?

COMMENT



STEVE

I had no idea what this game was called - but it had a fish and a puck in it, so Fishpuck it was! Still, despite my mistake, there's no doubting that Smashball is a corking little game - and one of the best two-player games around. In one-player mode, there's plenty of power-ups and goodies to find, along with some rather smart computer-controlled players, but it's the brilliant two-player mode where the game really comes to life. Powering up the power bar and unleashing a Super Shot proves harder than you'd think and, in some of the more cluttered screens, just isn't recommended. I'm a little unsure of Fishpuck's lasting appeal, but it's definitely a worthy aside.

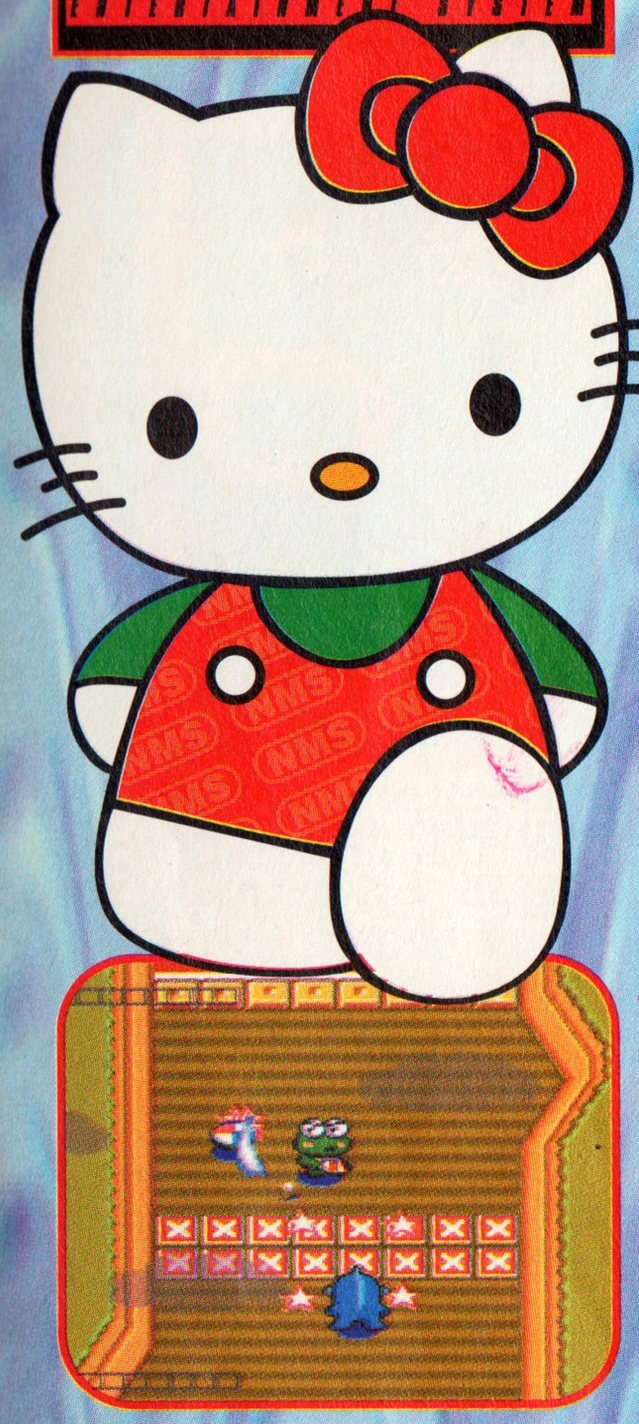
COMMENT

RAD

Smashball is one of those games that is really simple but, for some reason, incredibly playable. The idea itself sounds like load of old tosh, but once you get into it and get the hang of the controls it really is an excellent game. Like most titles of this sort it's loads more fun in two-player mode, but even the one player mode is great fun. There are thirty levels, which really isn't that many, but once you've completed them it all starts again with the rockest opponents in the whole world. If you fancy an alternative to tennis, or just a weird yet really great two-player competitive game, Smashball is the purchase you should be making right soon.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



ACID HOCKEY

Each player in the Smashball world has a an energy bar. However, unlike most games featuring cute animals, this has nothing to do with the damage a creature can take. Indeed, this bar starts off completely empty, and is filled by holding down one of the hit buttons. After a short pause, red energy floods into the bar until the buttons are released. Once the bar is completely full the bar flashes a funny colour. This indicates they are able to perform a spinning Super Shot by pressing X. The Super Shot is an almost unblockable shot which flies at supersonic speed (probably), and, if used properly it's possible to whack the puck up to three times whilst it is suitably powered-up. However, it's impossible to hit the puck whilst building up the Super Shot meter or move whilst Super Shooting - so be warned.

FROG SLAP

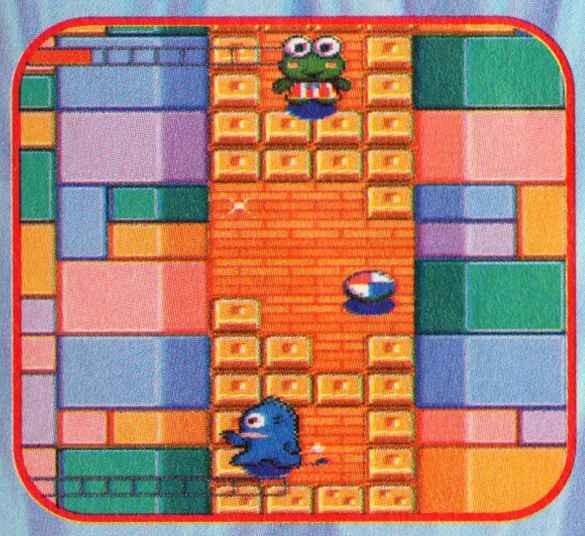
There are more obstacles on the field of play than simple blocks, you know. There's a whole array of other gubbins there to make things easier/harder too.

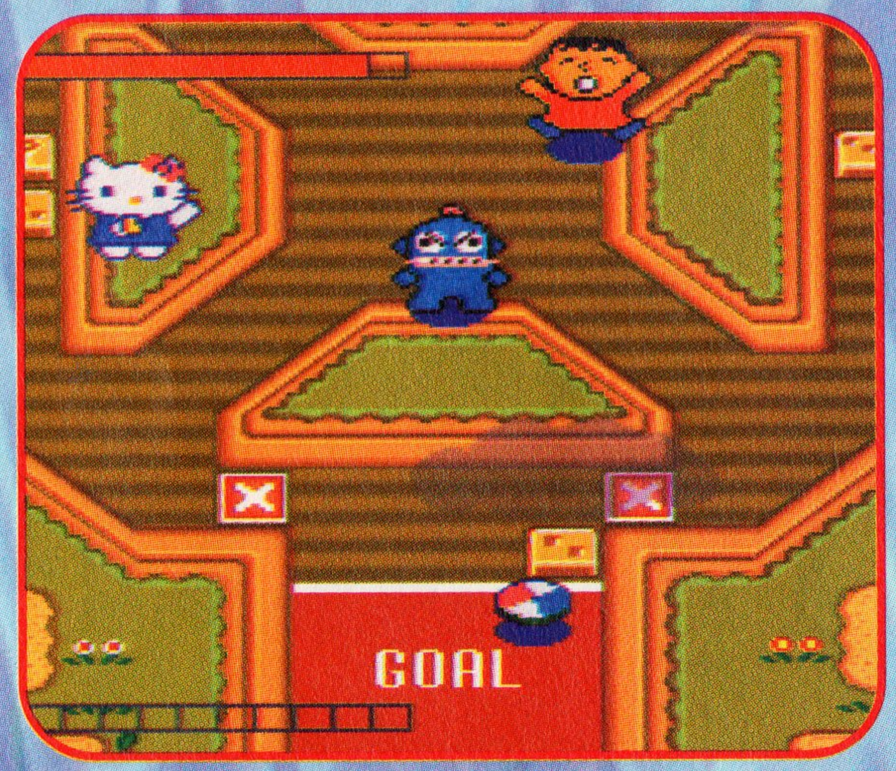
BARRIER TILES: These red tiles with a little white cross on them stop players from getting past. Go on, just try it. You can't, see?

FANS: These fans create air turbulence and change the course of the puck, spinning off in what could be a completely different direction should it pass too close.

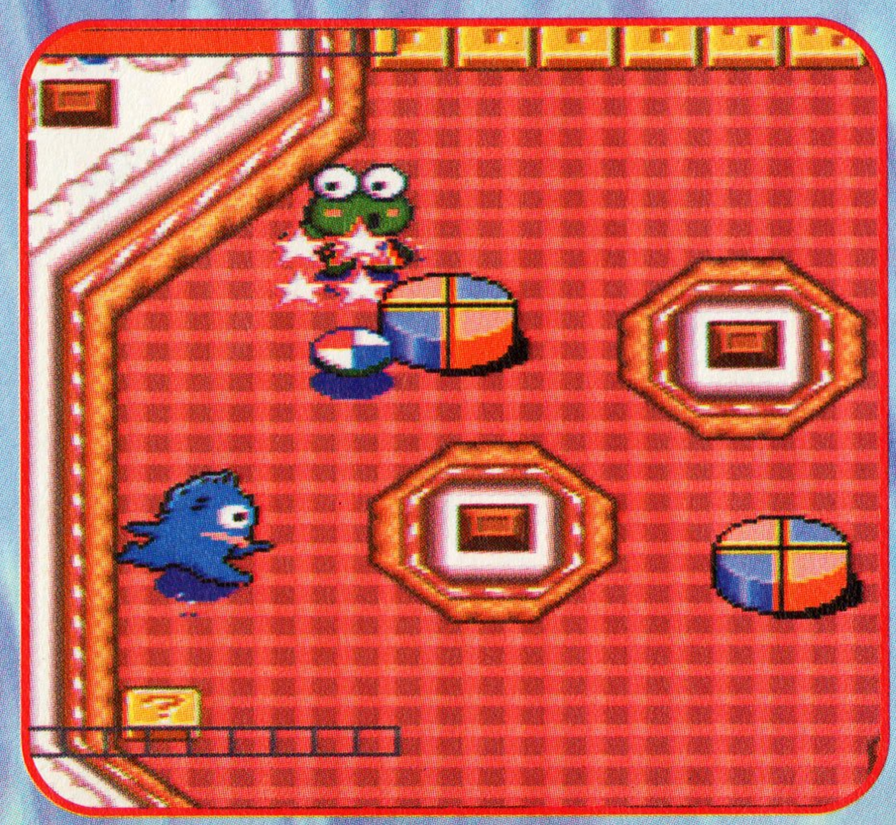
BUMPERS: These work like pinball bumpers, spanging the puck off them in a different direction at high speed.

▲ Pants down for Fishpuck!





▲ Gnnn! Puff! I'll show him! Strain! I hope he steps in it!



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 89

▲ Plenty of the options and lots of cute little characters all over the shop.

▼ The title screen is a bit plain.

GRAPHICS 87

▲ Big, colourful sprites and chunky, colourful and lovely backgrounds.

▼ The animation is very simple.

SOUND 79

▲ Bouncy tunes in all the presentation sequences.

▼ No in-game music and the effects are limited.

PLAYABILITY 92

▲ Very easy to get to grips with and completely engrossing.

▼ Might not be everyone's cup of tea.

LASTABILITY 90

▲ In two-player mode it will last forever and ever.

▼ One-player password system makes it a bit easy.

OVERALL 89

A superb and original game which is dead top smart great.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Super BACK TO THE FUTURE PART II

It certainly seems surprising in these days of Cliffhanger, Jurassic Park and The Last Action Hero, that Toshiba bother covering what is a relatively old film. Crusty or not, Emmet Brown returns to pick up Marty and his girlfriend (we'll call her Maud as I can't remember her real name) so they can visit the future and stop it messing up their lives. Armed with a hoverboard, Marty soon decides that the only way he can save his family is by exploring a number of platform-based levels. Well, it certainly beats all the film's intricate running about with the odd bit of action malarkey, I suppose...

Actually, that's a lie. The film had a number of set pieces just ripe for exploiting, and the game features none of them. Hoverboading and spinning to stun/kill nasties is all very well, but hardly the sort of thing you'll keep returning to. Basically, BTTF2 is a repetitive affair which succeeds in the graphical and sonic departments, but is sorely lacking in any long-term playability and cannot be recommended.

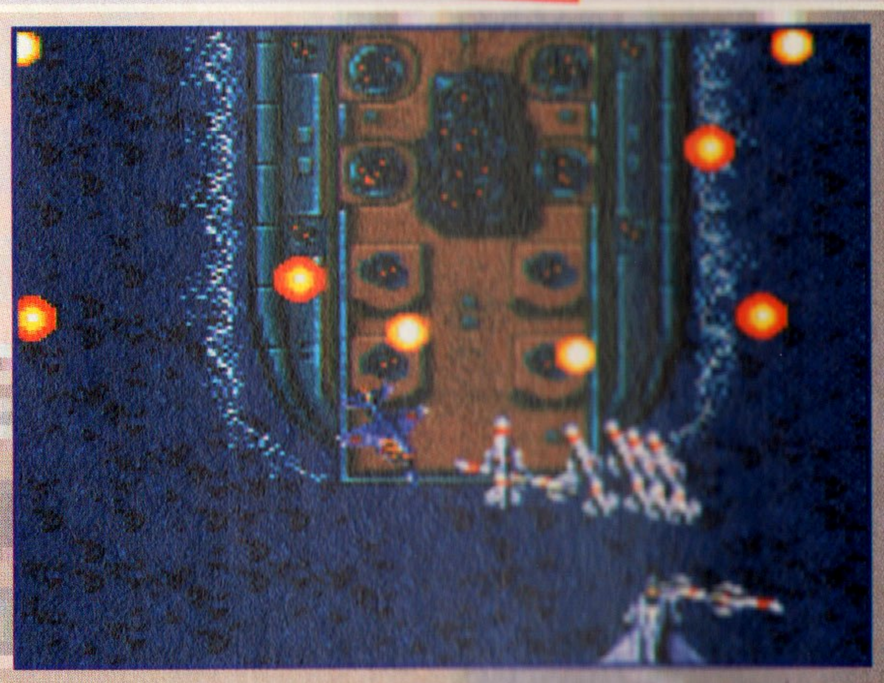
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SONIC WINGS

When you think about it, Sweden has never really produced anything of note. Ok, so there was Abba - but apart from that? Not much. Well, according to Video System, the Swedes will be an integral part of Earth's alien defence team. So what does this mean in the cosmic scheme of things? Another shoot 'em up, that's what.

Stop me if you've heard this before: weave up the screen, shoot the aliens, collect the power-ups and use your smart bombs. That's the basis for Sonic Wings and, although we've seen it all before, it's still pretty good. Although the vertical scroller has been done to death, Sonic Wings still proves to be remarkably playable. So, if you're looking for a shooter and don't care too much about originality, you could do a lot worse than this. Be warned, though - it's a little too easy...



BOSSY BOOTS

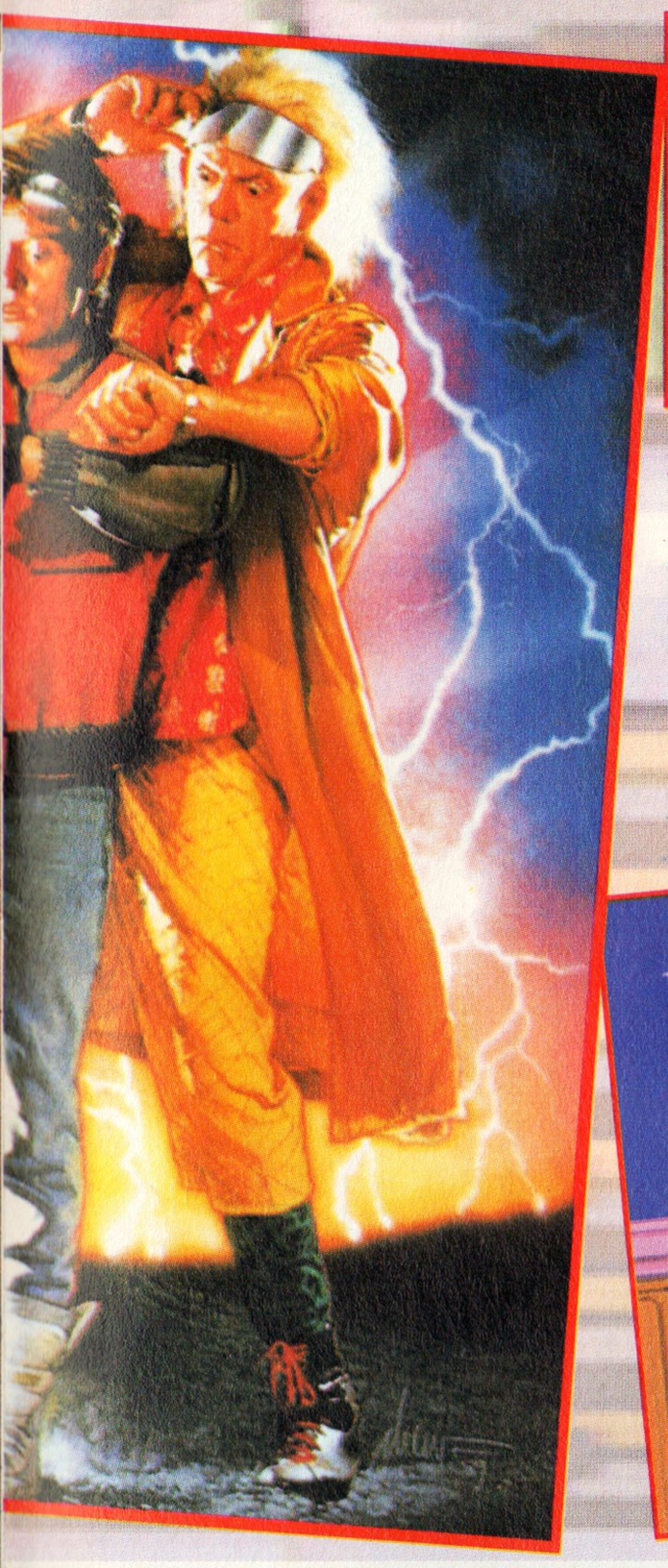
As you would expect from a scrolly shoot 'em up, Sonic Wings has more than its fair share of bosses. Depending on which country you are liberating, these range from large planes and boats to, well, the occasional large building. Awaiting you at the end of the game is what appears to be a harmless space shuttle. However, on shooting it a number of times - gasp! - the horrid alien mastermind behind the invasion appears. He resembles a skinhead Troll doll, if you get the picture.

SONIC WINGS

© 1993 VIDEO SYSTEM CO. LTD

CART SPEC

- BY: VIDEO SYSTEM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SHOOTER
- CART SIZE: 8 MEG



CART SPEC

- BY: TOSHIBA
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

McFLY, McFLY, YOU FOOL - McFLY LIKE THE WIND

Marty's only means of defence is via his trusty hoverboard. Whenever one of the many robot sentries or Griff (Biff's son)'s mates get too close Marty can see them off with a well-timed 360 degree spin. However, hazards such as spiked walls and fast-moving cars cannot be destroyed and must either used as platforms or simply avoided.

RATINGS

PRESENTATION

▲ Predictable but nice intro sequence..

▼ Not many options.

71

GRAPHICS

▲ Cute graphics with recognisable sprites.

▼ Not a great deal of variety.

76

SOUND

▼ Minimal tunes and dull effects.

54

PLAYABILITY

▲ Easy enough to get to grips with...

68

LASTABILITY

▼ ... but the lack of variety means that it's doubtful you'll see it through to the end.

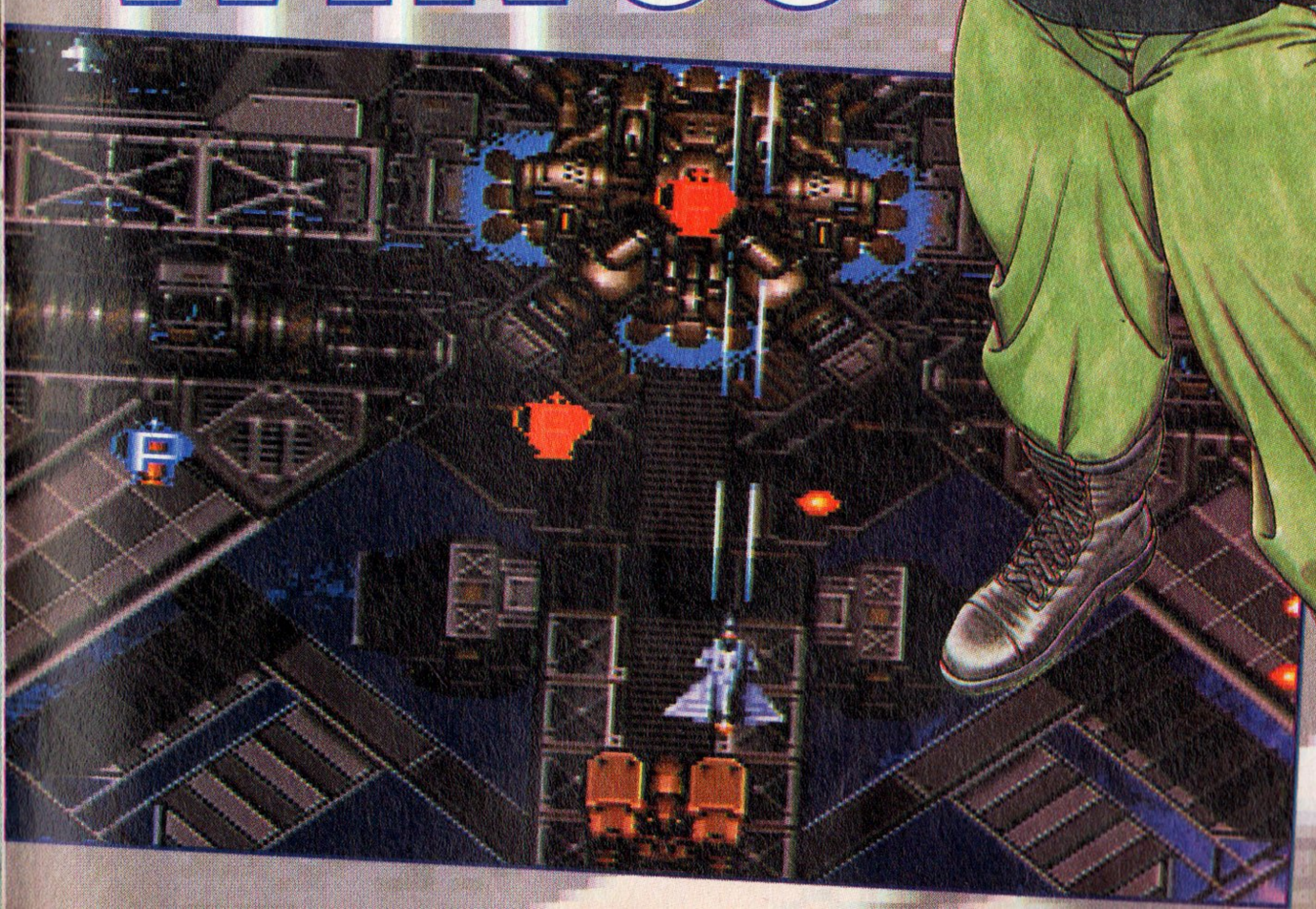
59

OVERALL

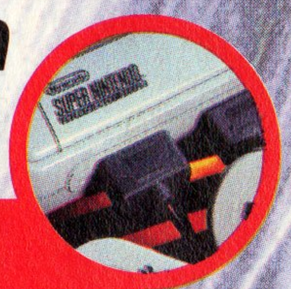
A nice-looking game, but one which lacks substance. Rent the movie instead. On second thoughts, don't bother.

64

SONIC WINGS



RATINGS



PRESENTATION

▼ The usual options, but nothing that'll make you go 'oooh.

64

GRAPHICS

▲ Large explosions and detailed bosses..

▼ Puny smaller enemy sprites are very drab.

71

SOUND

▼ Nothing to write home about. In fact, the effects and music don't even warrant a quick call.

56

PLAYABILITY

▲ Well, you know what to expect and Sonic Wings is still very playable.

74

LASTABILITY

▼ It's far too easy, and the levels are also too short. Most people will complete it first go.

38

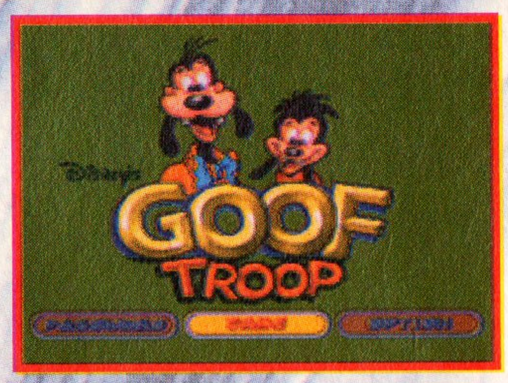
OVERALL

Another meat and potatoes blast - but we certainly have more than enough of those. For die-hard blast fans only.

51

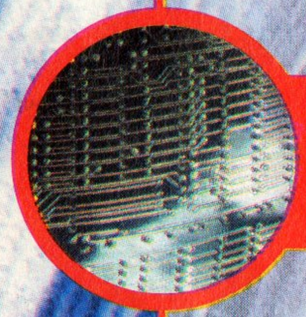
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** CAPCOM
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** ADVENTURE
- **CART SIZE:** 4 MEG



GAME INFO

- **PLAYERS:** 2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Collectible
- **RESPONSIVENESS:** Max Responsiveness
- **1ST DAY SCORE:** Reach the fourth island
- **GAME ORIGIN:** Goof Troop is among the most recent of Disney's TV series, upon which this game is based.

CONTROLS

- **HOW TO PLAY:** Guide Goofy or Max around the island, solving puzzles in order to rescue their pals Pete and PJ. Power-ups make things easier.

A — No function.

B — Pick, throw or kick an item.

X — No function.

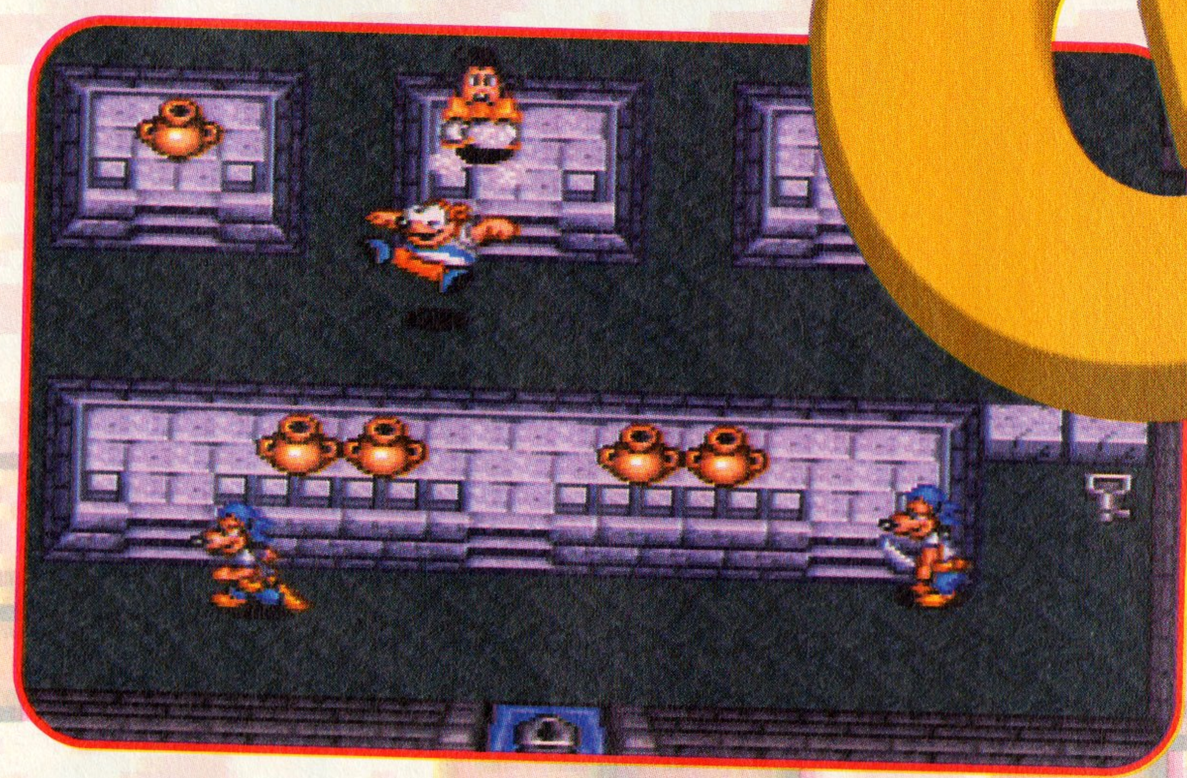
Y — Use an item.

L/R — L: Has no function. R: Has no function.

S — START: Pauses the game. SELECT: Pauses the game.

Ever remember the time wasters at school? Ever meet them again years later only to find that they possess an Honours Degree in Physics and a Phd in English Literature? Well something similar has happened to Goofy - Disney's gullible and stupid yet altogether loveable dolt of a dog-like dude. No longer is he subject to every practical joke known to Disney, instead he took a leaf from the books of Duck Tales and Talespin and developed himself into a new kind of hero!

The residents of Goofy's hometown, Spoonerville, have taken to the beaches for a spot of boating entertainment. For their particular line in fun, Goofy and his nephew Max get hooked on fishing. Rocking everyone's boats are Pete and PJ - two likeable rogues who are keeping their mischievous ideas to themselves these days. As Max and Goofy watch they witness, to their horror, the huge shadow of a Pirate Ship engulf the hapless Pete and PJ! Not only does the ship's wake capsize the entire population of Spoonerville but Pete and PJ are kidnapped by the pirates and escorted off to a nearby island! In deciding to take this particular problem on board the Goof Troop rush headlong into a rescue mission in the hope of freeing their pals.



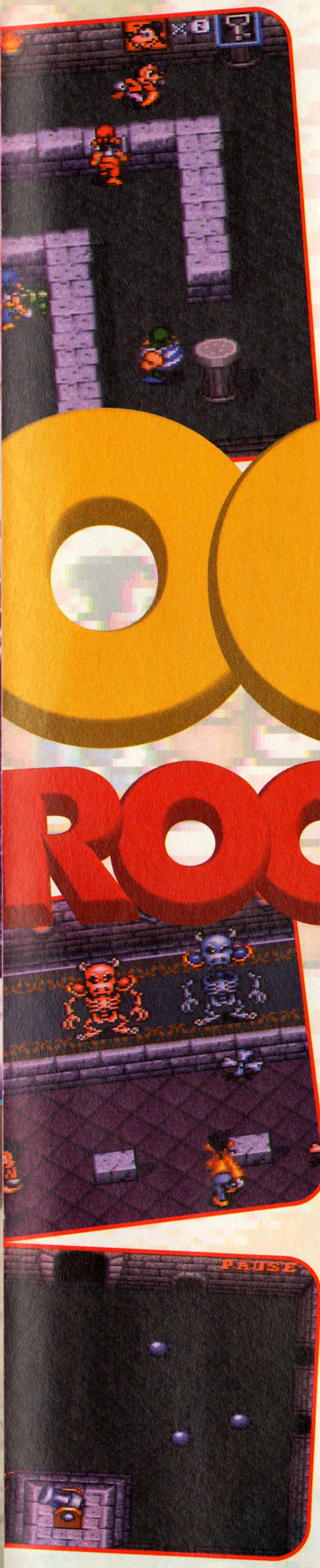
'AVE A BANANA!

Fruit found lying about the island gives our heroic pair extra strength with cherries popping an extra heart onto their tally and bananas slipping them three. Cor!!

ISLAND MAP

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



▼ Caught by their Uncle Keith, Max and the frog's love tryst was prematurely ended.

GOOF TROOP

▲ Goofy and Max stop for a game of Jacks as two skellingtons put on a Body-Popping show above them.

BLOCK BOOT

The many blocks that litter the landscape can be kicked about for use as weapons. Some are even prone to explosion once disturbed! A block's only respite is being nudged into a purpose-built hole in order to open locked doors.

COMMENT

In my experience Goof Troop is something of a departure for Capcom. Other than 'Breath of Fire' (a well-presented RPG currently only available in Japan), the company usually play it safe and produce fast-action titles. This is a shame when Goof Troop is proof that they are capable of much more. In essence the gameplay mimics the dungeon exploration ingredients of Zelda III, only it's not so involved. Hence there is plenty of scope for the discovery of secret rooms and puzzlement over intriguing block formations. The use of a Disney licence adds to the game's appeal which, in itself, is already substantiated by fun and intriguing situations throughout. Goof Troop is bright and breezy, a little bit cheesy but challenging and rewarding all at the same time. You'd be Goofy to miss it.

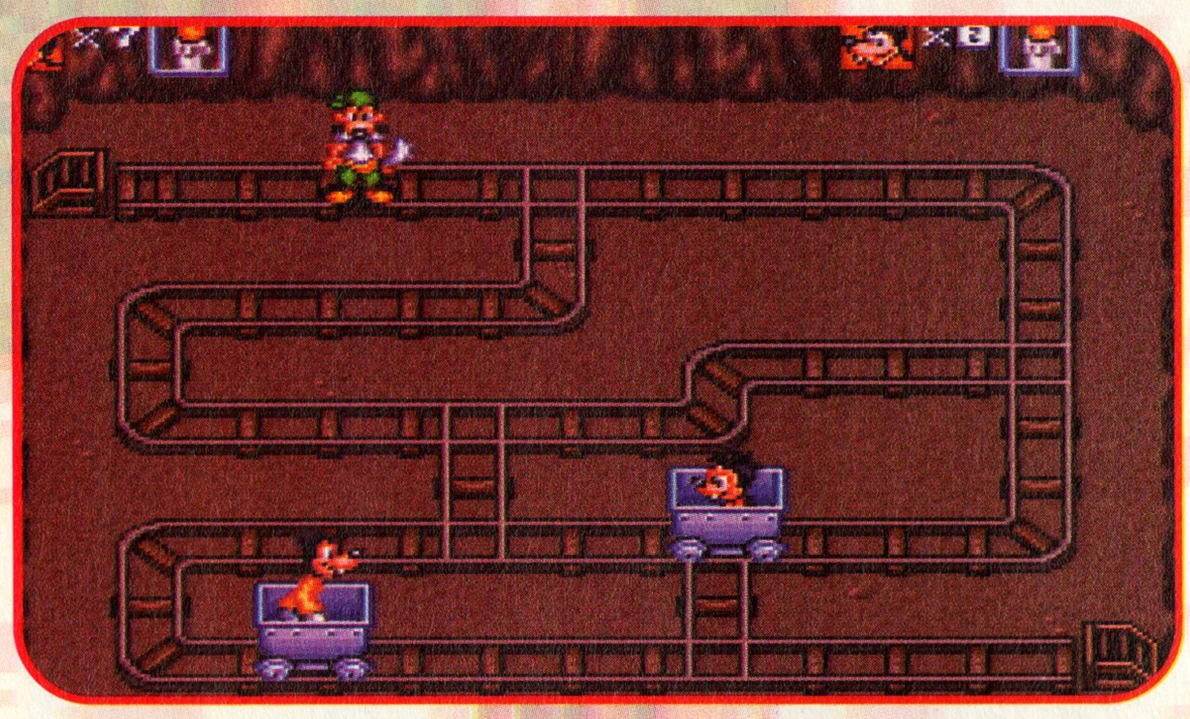
PAUL

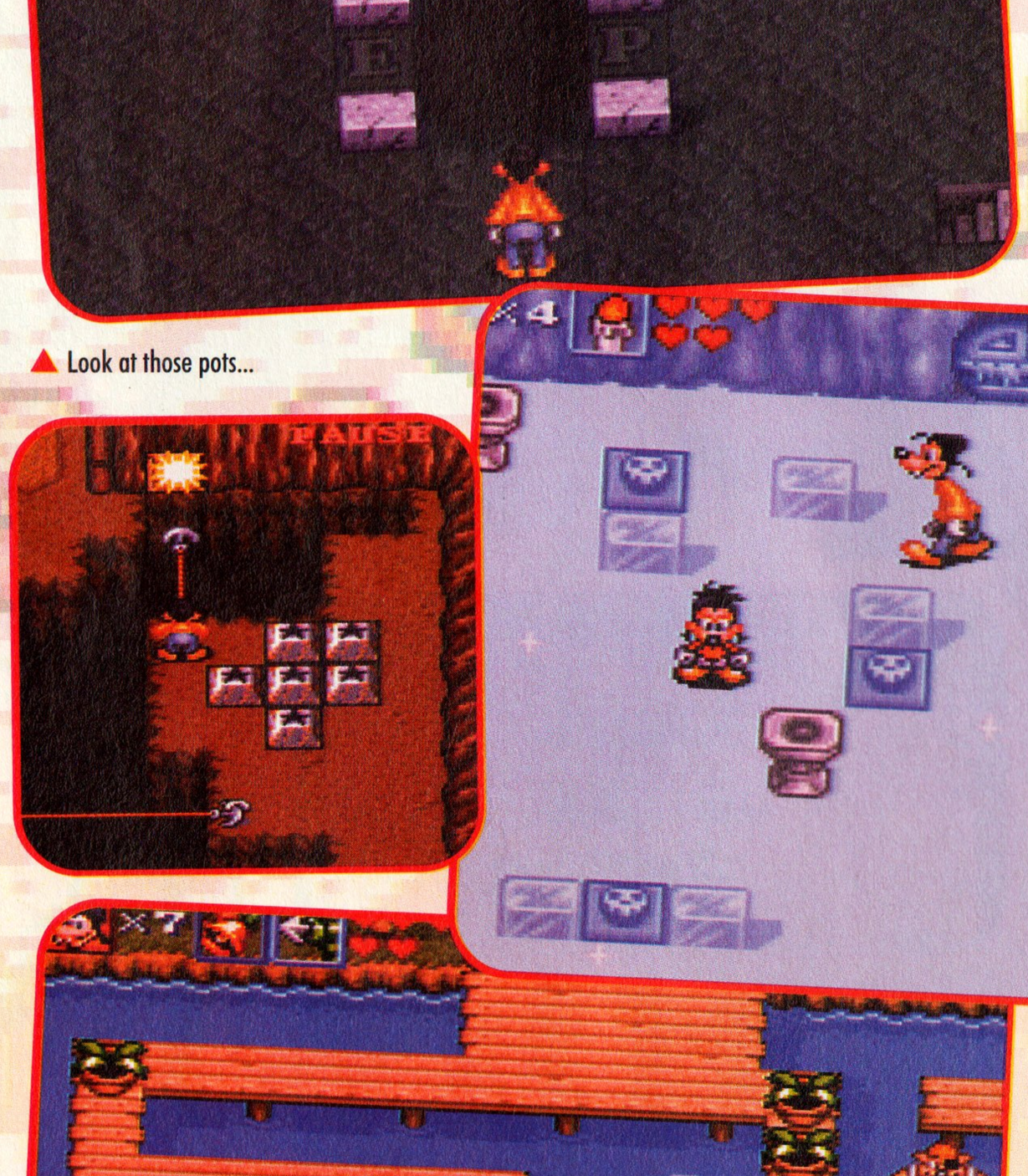
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

DIAMOND LIFE

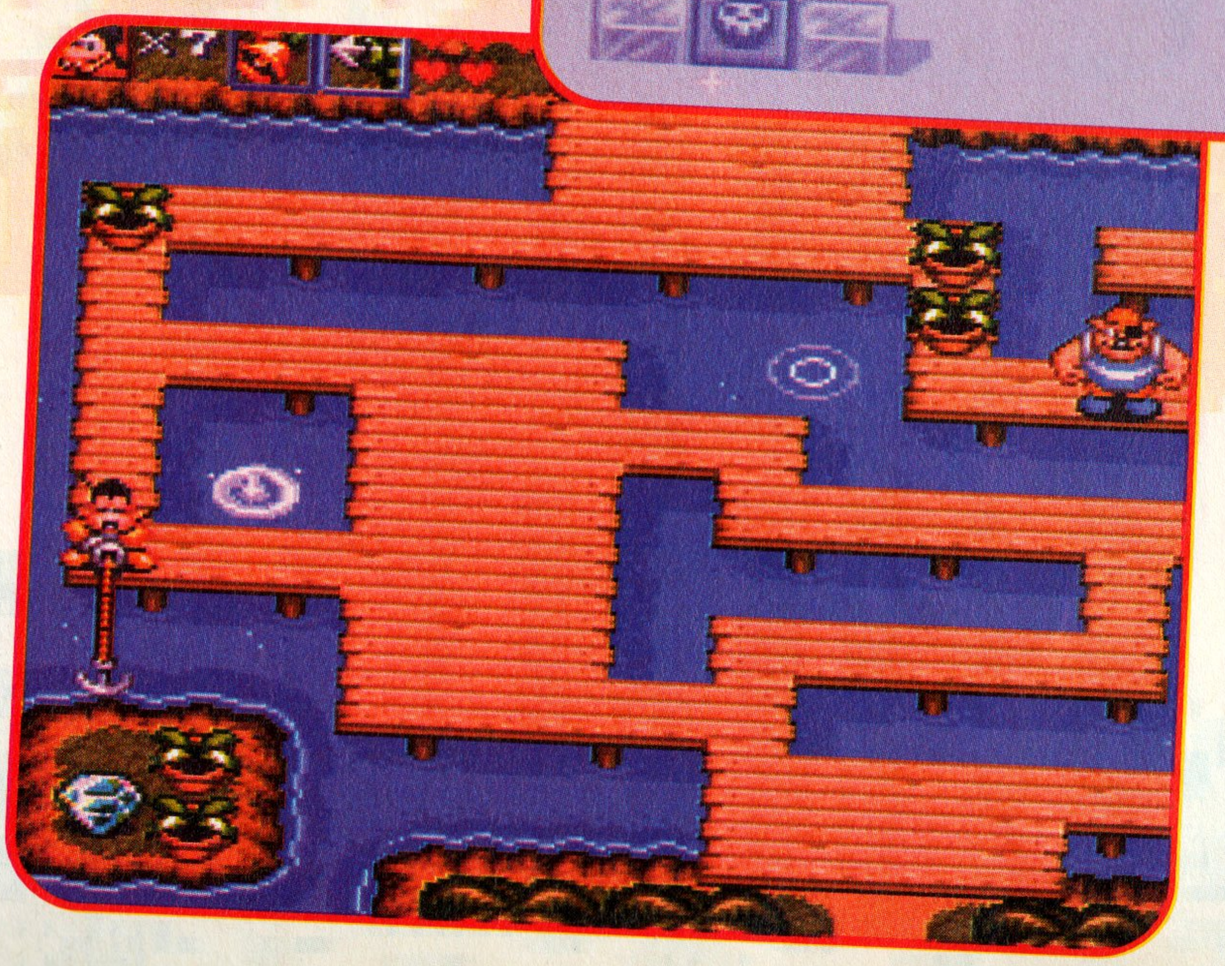
Extra lives and credits are represented by collectable red and green gems. Reds provide the lives and green the credits. The strange thing is that an impromptu brass-band strikes-up a brief recital whenever a gem is collected. Must be something to do with the heat!





▲ Dave, I'd much rather caption the pic below and right, I can write about the dangers of lighting farts. Cheers, Ste

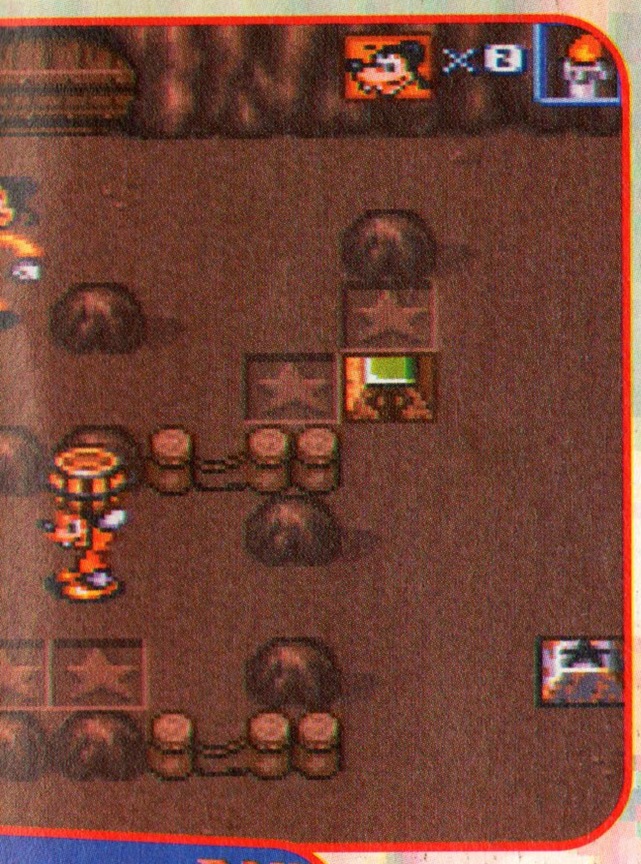
▲ Look at those pots...

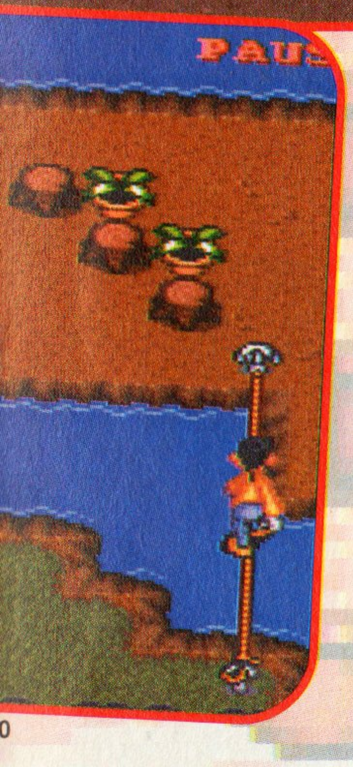


COMMENT

GUS

Goof Troop looks startlingly like Zelda 3 in terms of viewpoint and screen layout. Indeed, you find yourself doing much the same thing: picking up objects, throwing pots at enemies and pushing blocks around. But the elements aren't as well condensed into an atmospheric adventure: in Goof Troop you feel like you're pottering about an island (as you are!) instead of delving into deep dungeons. However, the graphics are (almost) up to Capcom's high standard, and the game exerts a strong compulsion over you. Plus points for not tacking a Disney sprite into a standard platform format (a thing Capcom are far too classy to do), but Goof Troop is best received by younger players.





BY HOOK AND BYE CROOK

Goofy and Max were entirely unprepared for big adventure as they embarked on their fishing expedition, so you could excuse them for being equipped solely with the will to survive. However fortune deals them a lucky hand. The pirates are an untidy bunch and leave their belongings strewn about the island, a handy malpractice indeed for the Goofers!

Hook Shot: The Hook-Shot is the most versatile item. Whilst it's primary function is to obtain items beyond Max or Goofy's reach, it's most impressive use is as a tight-rope. Make a point of stunning pirates and their associates with the Hook Shot, too.

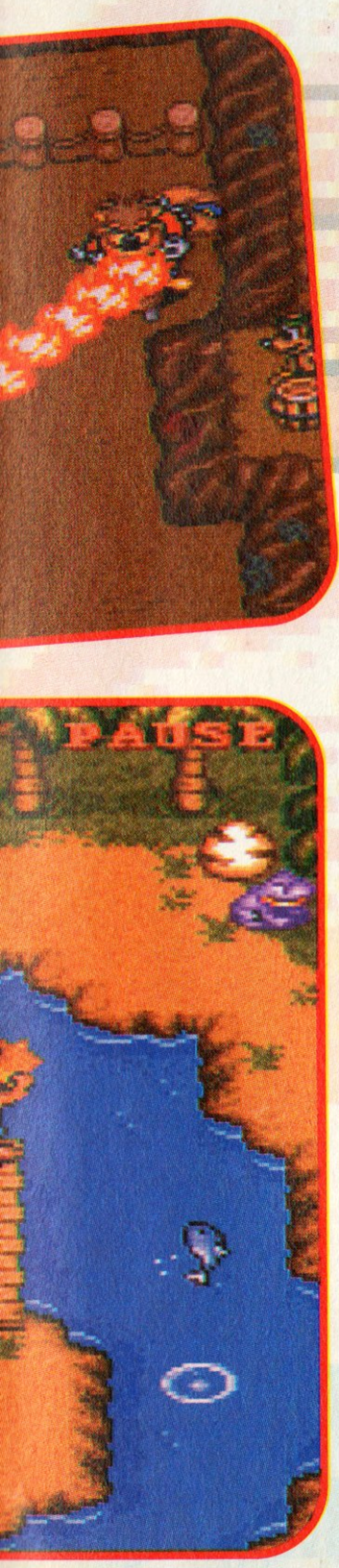
Bell: One shake of the bell and the pirates come running to investigate, conveniently grouping them all into one place in preparation for whatever trap Goofy and Max have prepared.

Candle: Initially the lads have a limited field of vision in darkened rooms and so a candle is always useful for revealing more about their surroundings.

Plank of Wood: Progress is often restricted by holes in the ground, gaps in bridges or crumbled ledges. Collect this board and there is the exciting prospect of bridging all of these gaps with ease!

Shovel: Items are often hidden underground and require a shovel to unearth them. Luckily there's the occasional discarded spade-like article for Goofy and Max's use.

Barrels and Pots: Further items, such as fruit and gems, are hidden beneath the pots and barrels. Better news, though, is that these containers also double as projectiles!



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 76

▲ Bright and cheerful in style, all presentation screens are clearly laid out.

▼ A single introduction screen is all the attract sequence amounts to. Yawn.

GRAPHICS 81

▲ A huge variety of colourful, carefully designed sprites and backgrounds. Top quality animation.

SOUND 78

▲ Light-hearted tunes play along to the accompaniment of cheery sound effects.

▼ Some tunes become repetitive, sometimes annoyingly so.

PLAYABILITY 82

▲ The brain-teasers intensify with every level attained and the compulsion to figure them all out is strong.

▼ The style of gameplay is unchanging and some players might find this a slog.

LASTABILITY 79

▲ The Island is large and full of challenging situations.

▼ The passcode system ensures speedy completion for skilled players.

OVERALL 81

A fine puzzle-game from an unlikely source. The Goofy and Max troop Capcom's fine colours once again.

INTER ACTION MAILBAG

'Arf, 'arf! Ah, the sun is shining - as is my nose - and the fish are wet and sliding down my gullet a treat. Alas, there is a cloud o'er the horizon of this otherwise wonderful day. It's time to read your inane ramblings as you spout on about the trivial things which matter to you. Honestly, there's not one letter about the cost of Haddock this month. Where are your priorities? Anyway, let's get to grips with this month's catch...,

PAUL DAVIES

Dear SEAL
Jibber jibber. Fair enough Sonic the Hedgehog was a catchy gimmick but, after that, software houses have got the idea that naming the main character of the game after household pets sells! Blarb, gobble, gobble splurb. Wonderdog, Bubsy the Bobcat, Starfox and Battletoads to name but a few of the cutesy, pukesy pet-named games. I ask you, if it's a good, thorough, make you stay up all night sort of game you could possibly even call it Paint Drying Simulator! Wibble, parp. Must go now, it's medication time.
SuperBird.

SEAL:Get stuffed you sad, moronic git.

BRIAN BLESSED

Dear SEAL,
Richard Fowlie from Aberdeen (Mailbag issue 9), you can have my Street Fighter 2 cards. Aren't I nice?
Scott McKenzie, Cheshire

SEAL:And rather stupid.

ROLAND GIFT

Dear SEAL,
I am an escaped Xylon from the planet Crang. Give me all your NES games or I will give you Gary Harrod's long-lost brother. This will cause untold damage to the Earth since Gary and his brother are creatures created by the Devil to cause destruction to creatures like you and me. So be warned for I can destroy anybody with power over Gary and his bro. Goodbye Earthlings.
PS. I will give you 25 hours to hand over the games. Wa ha ha haa. Beeep beeep beeep your line has been cut cos ya don't pay ya bills. Double wa ha ha haaa.
PPS I make mistakes on purpose. Blaggh umble gleeb hic-hic.
The Ninjabread Man, An Asylum, Outer Mongolia.

SEAL:Yes, of course you can have all our NES software. Oh sorry, did I say of course? What I meant is you can stuff your NES up your rectum, scrote-features. The only mistake in evidence from your letter is the one your parents made when they decided to start a family and ended up with you.

KLAUS FROM THE SCORPIONS

Dear SEAL,
My mate Mad Man Marc Gale says that his Megadrive has got a fabulous second processor called the Z80 which simply blows away the over-rated SFX chip's plain crappy co-processor. He says that the SFX should speed up the Super NES at least 10 times not 3 and a bit. When I showed him StarWing he said it was crap and he'd seen better polygons on the Megadrive.
Marc also stated that Street Fighter 2 on the Super NES deserves minus 98% because it's crap. Marc says that when he took his Megadrive to bits that it had more sound chips than the Super NES and had two Super FX chips in it. He also raves on about the CDI being so good but when I said that the Super NES CD-ROM may have compatibility when released he soon shut his mouth.
Please send an opinion of Marc and he also says that the Mode 7 on Axelay is crap and he ripped my issue 9 of your utterly brilliant NMS.
Mr No name, No address eithershire.

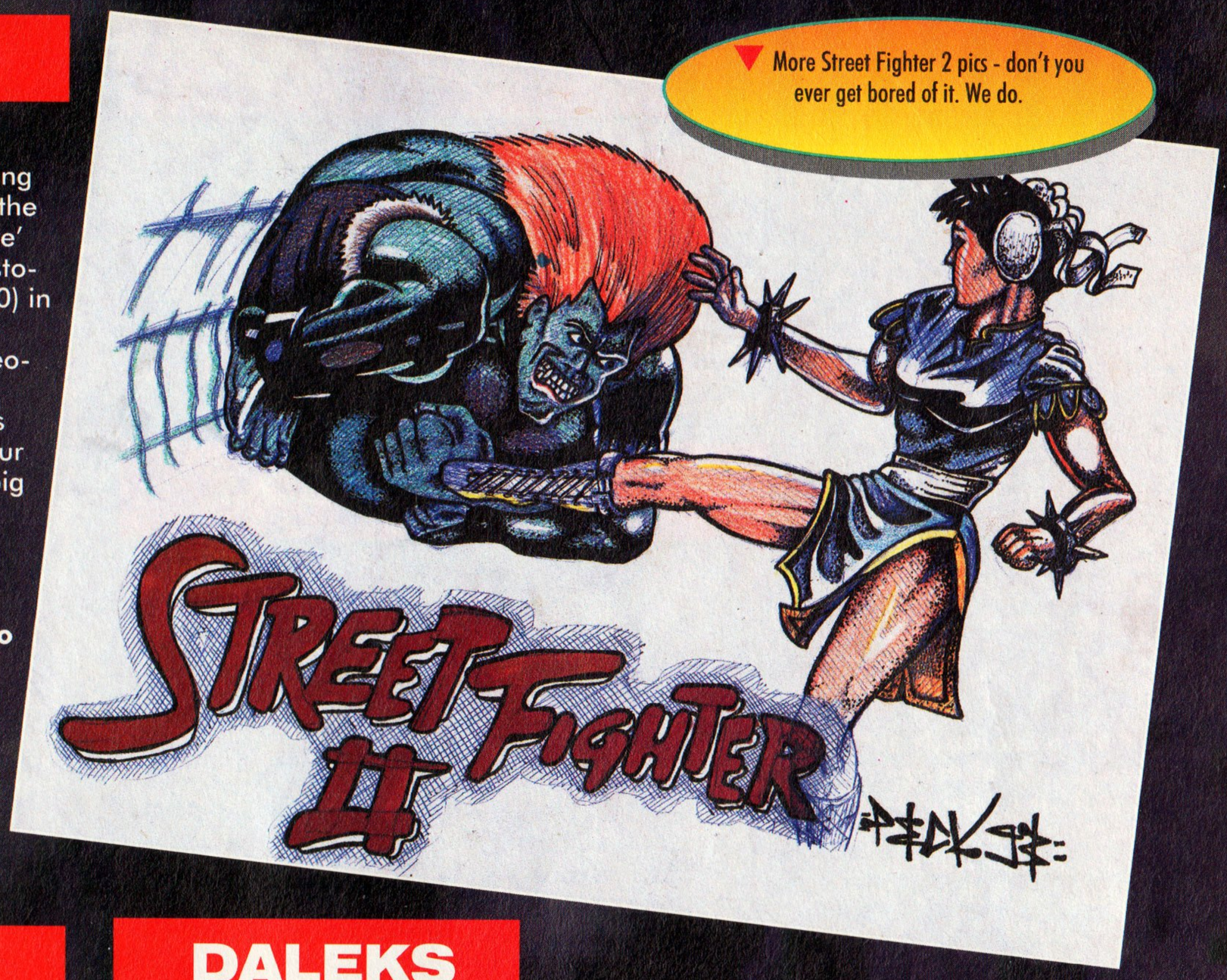
▲ Steve's nephew, Adam Merrett (aged 5), sent in this pic of his uncle - talent must run in the family...

SEAL:And you believe everything this bloke says do you? Even the biggest halfwit non-gamer would be able to pick up the distinct scent of bullcrap seeping up from your pal's statements, yet you seem completely happy to swallow everything he spouts at you. So, whilst Marc is indeed worth less than an autographed picture of Rad, he's still nowhere near as cretinous as you.

OZ

Dear SEAL,
I would just like to start by saying I enjoy reading your publication, but I was wondering why all the magazines claim that their stories are 'Exclusive' when all the other magazines have the same stories. Also, why in your last two issues (9 and 10) in your Review Index haven't the Super Nintendo and Game Boy been printed? Would all the people who complain about the amount of NES reviews just curl up and die as this argument is as old the the "My Super NES is better than your Megadrive" argument. Finally, can you put a big poster in your mag every ish, please?
James Waldorf, London SE10.

SEAL:Well, some mags may think they've got an Exclusive on a story when they go to print, only to find that NMS got there first - as usual. There's not very much they can do about it except cry into their bibs while everyone else reads the mag you're holding now. As for posters: the second half of the Biggest Poster In The History Of Mankind should be happily in your possession at this very moment in time.



LUCY HICKMAN

Dear SEAL,
When are you folks going to realise that the only truly GREAT games have got to be two-player. Your review of Exhaust Heat 2 was DISGUSTING! There is not a fraction of the fun in one-player mode yet both Tiny Tim and Gus Stop raved about EH2. All the people I know are in absolute agreement: No 2-player mode MEANS SHORT TERM FUN. You cannot expect a 1-player game to compete. There is nothing as good as head-to-head especially sport games. The sooner game makers get the message the better. PLEASE pass the message on to them. Also, when reviewing PLEASE state that it sadly lacks two-player. If guys like yourself rave on about them the makers will carry on. MESSAGE LOUD AND CLEAR!
P Richards, Ryde, Isle of Wight.

SEAL:I'm surprised you've got enough friends to play any two-player game. Have you actually realised that quite a large proportion of people play games on their own? Not having a two-player mode doesn't automatically make a game bad, but it certainly improves things if there is a double-up facility. As it is, a simultaneous two-player mode is a bonus to a game rather than a prerequisite. On the subject of EH2 - has the concept of time trials ever crossed you undersized mind?

DALEKS

Dear SEAL,
This letter is really to Mark Smith who wrote in issue 10 about magazine bags and 0898 numbers. I wish NMS did have a bag every month. If one thing makes me angry it's wading my way through loads of stupid ignorant gits (with my two young children) to buy my copy of NMS only to find when I get home some silly little Mark Smith has bent and thumbed all the pages looking for a Review. Most people find a magazine they like, with reviewers they like and buy it every month. Not (CENSORED) (EVEN MORE CENSORED) about looking for the best free gift and one Review.
As for 0898 numbers, what's it got to do with you? Did Mummy tell you off for running up a big bill? No! Well why are you so (DEAD DEAD CENSORED) concerned then? If you don't agree with them, don't ring and run along to school now, there's a good boy.
Sorry about that. Thanks for reading this letter and please tell him I'm not some middle-aged mother going through the menopause. I'm 20 so it wasn't long ago I was at school. I'm sure we didn't moan about plastic bags. Come on Mark, get a life.
Lorraine Robinson, Worthing, W Sussex.

SEAL:Hurrah for the voice of reason! Mind you, Charles Manson could be very rational sometimes and we still think he's very scary. But no, honest, thanks for your defence, which was right on, and we didn't mean that bit about Charles Manson. Really. Please don't kill us.

Coo! A rather neat piccy of Fox McCloud - and in pencil, too (not that it matters).

TRONK 9

Dear SEAL,
I am the very proud owner of a Super NES. I just purchased Street Fighter 2, which I think is excellent. When I lost a fight my face went red and started burning, feeling tight. My eyes went bloodshot which is symptoms of high blood pressure, this has never happened with another game. When I went back to play it before I even put the game in the machine the symptoms started again. I just did not know what to do, seriously. I know you will have an answer, I am not mental.
Simon Newton-Smith

SEAL: You're obviously suffering from a rare allergy to the chips inside the Street Fighter cart which causes your blood to boil whenever you come into contact with them. Don't you think going to the doctor might be a good idea?

CHARLES MANSON

Dear SEAL,
I have recently been thinking about purchasing an Amiga 600, when I thought: "Wouldn't it be great if Nintendo brought out a keyboard, printer etc for the Super NES or maybe the CD ROM."
:Just imagine it: sales would go sky high, the greatest console and the greatest computer. It could play CDs, cartridges, discs. It could be known as the machine that placed Nintendo on top! They could call it the Super Nintendo CD ROM Computer 2010 Unit. Anyway, it's a thought, but they'd better not make it too expensive!
A Morgan, Leeds, S Yorks

SEAL:Yeah, and then they could do a Virtual Reality bodysuit and make it portable, and they could do it in conjunction with Sega and have a Mario Vs Sonic cartridge. And they could put a teasmaid on it. And a ski slope. And a car.

PAN-TENE GIRL

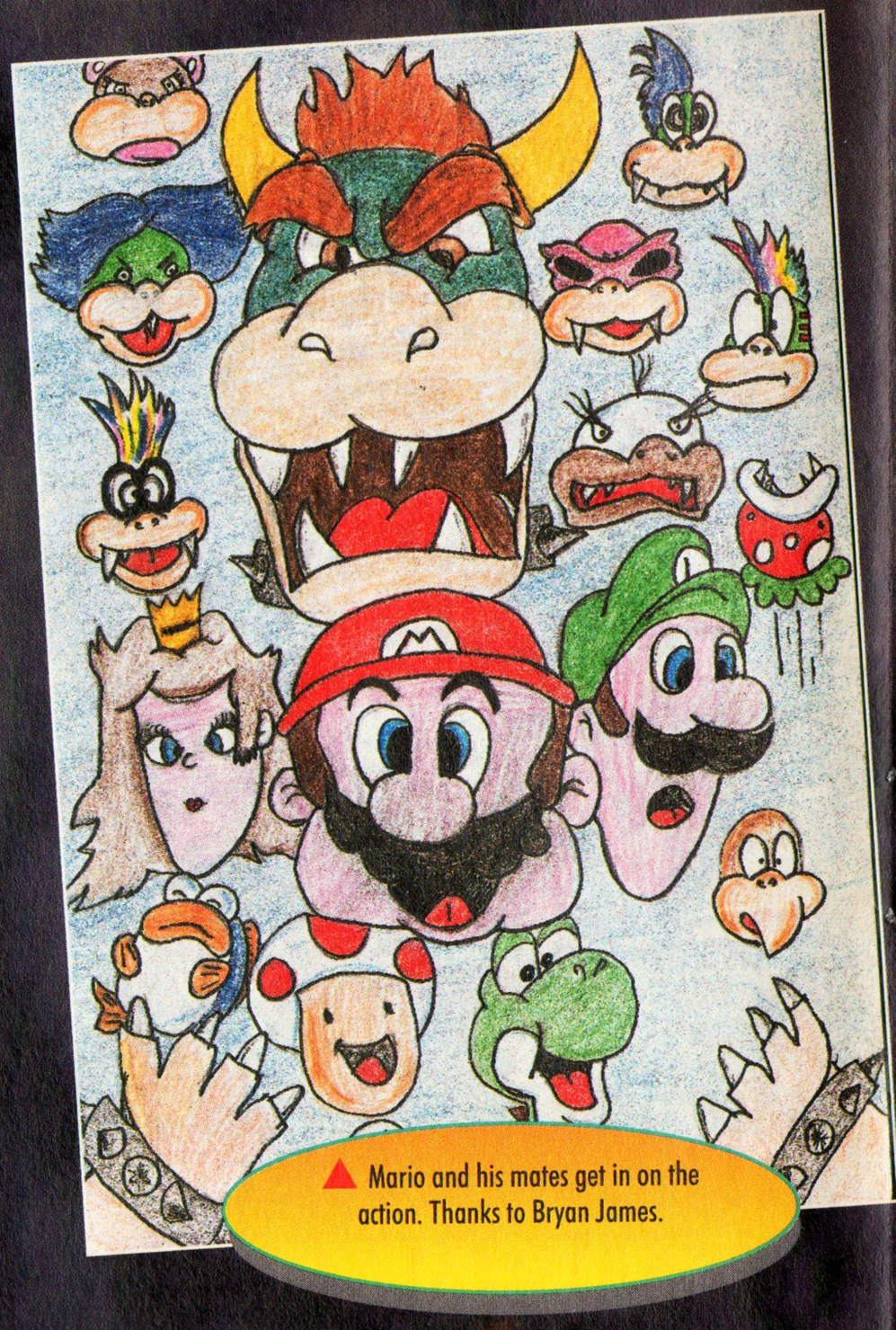
Dear SEAL,
Please could you send me Tiny Toons for the Super NES because your magazine is so generous and I have every copy. I don't fancy Nicole Kidman. Ta!
Adam Fearn, Burton-on-Trent, Staffs.

SEAL: My, you're a scav aren't you? Begone cheapskate. Taste in women or no, you'll have nowt out of us.

MC CAIN KIDS

Dear SEAL,
First I'd like to say that NMS gives us readers totally excellent gifts. I don't know how people can be so ungrateful by complaining about them. Christian Jones complained about the games booklet, and that was pretty stupid. Anyway, here's the good bit! The crew in NMS are forever complaining about originality in games - eg Pugsley's Scavenger Hunt. I totally agree with them. What new concepts are there, with games like Night Trap and Crash Dummies (very original as far as I'm concerned) already used? What is your opinion? I am getting a bit sick of platformers, but can anybody think of something new? We own a Super NES and are currently trying to save up for Star Wing because we're sick of cutesy platformers.
PS. Hello to Adam Iqbal and Mark Lambourne.
PPS. Jamie Egerton's artwork was a knockout.
David Wong, Edgbaston, Birmingham.

SEAL: Funnily enough, we review games in this magazine. Review, get it? Not write. How am I supposed to know what the next great original idea is going to be? What am I? The Chief of Capcom or something? I mean, I appreciate your point and everything and you're completely right, but let's face it, I'm supposed to be a robot Seal. I don't even exist. What are you asking me for?



▲ Mario and his mates get in on the action. Thanks to Bryan James.

NOT ARF

That's all we have time for this month. Much as it aggrieves me to say this, write in with any gripes and whines you may have and send it in to: AAARGH! ANOTHER SADDO GOING ON ABOUT MORTAL KOMBAT'S MISSING DEATH MOVES, NMS, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

▲ A veritable cornucopia of Nintendo characters - and this space filled already!

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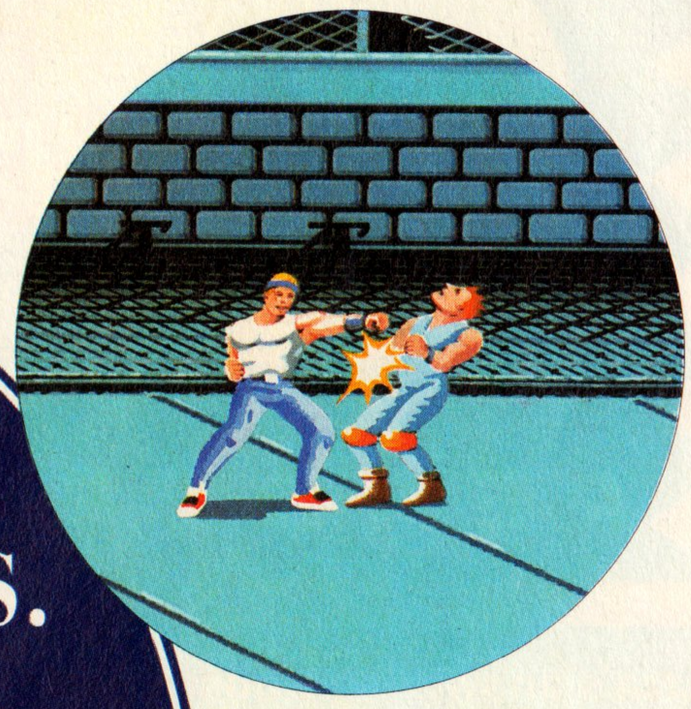

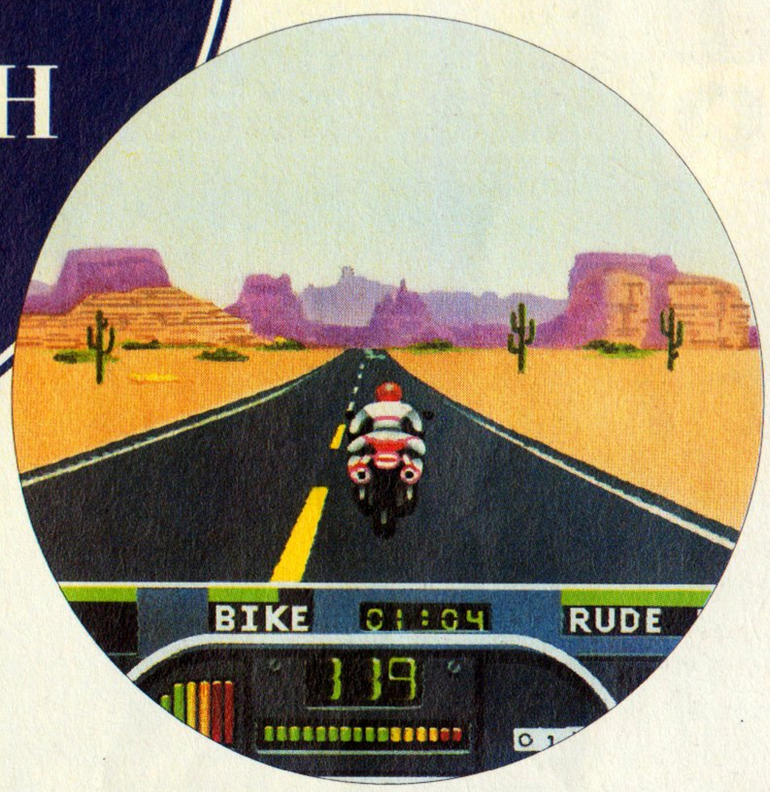

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Q+A READER SYSTEM

Jazza's answering trousers are looking a little worn out at the moment as he fends off more questions from our massing readership. Still, regardless of his frayed knees, here is that man Jaz to answer your questions. Take it away!

LYNDA BELLINGHAM

Yo Jaz
I own a Super NES and would like the following answered please.
1. Why do some magazines call SFII, Hyper Fighting Turbo Edition?
2. Why were the majority of screen shots of SFII:HF so blocky?
3. How will the game be speeded up by 30%?
4. Will the extra speed make the Super NES versions faster than the arcade game?
5. Will the three versions of SFII be the same speed?
6. Will the 'PAL' version have black borders or will it be full screen like the arcade?
7. Is there any news on a Zelda 4 game?
8.Will 'Flashback' be the same as the Megadrive game?
J. Rashid, London.

JAZ:1. Because it's actually called Turbo Hyper Fighting and they're all illiterate. 2. A production error messed up the pixellation. 3. Clever programming. 4. What do you think? 5. Eh? 6. Borders. 7. Nope. 8. No, they'll completely rewrite it to make it a Lambretta simulator with Spectrum-style sprites - of course it will, you dolt!

GLENDA JACKSON

Dear Jazza,
Please could you answer the following questions for me:
1. Will there be a sequel to Mario Kart? If so, will it use the FX chip?
2. Will Nintendo bring out a football management game on the Super NES?
3. Why are Arsenal the best football team in the world?
Boswell, Bexleyheath

WAZ: 1. What am I, a mind reader? 2. No, but Imagineer will. 3. They're not, West Ham are. According to Steve, anyway...

DIANE KEEN

Dear Jaz
1. Is Civilisation ever coming out on the Super NES (or Megadrive)?
2.You know the way you can load games through another cart (ie the Action Replay and Game Genie). Why doesn't a major software producing company use this function to produce massive memory games? The cart at the bottom could contain any basic coding (for sprites etc) and the carts going in the top can hold all the coding for amazing backdrops and/or sprite-scaling etc. To get from one cart to the next the game will need a password system. I know that all of this would make the game cost a lot of money but make it worth while.
Andrew Horkan,
Langho, Lancs.

JAZ:1. Yup, but not for a while. 2. Yawn.

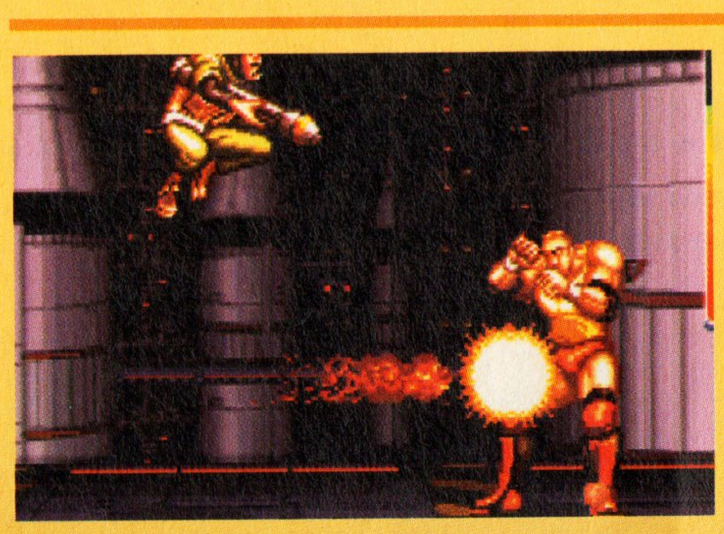
JOAN COLLINS

Dear Jaz,
I am writing to you because you are a great wisdom.
1. I am buying a Super NES. Should I buy the £109.00 pack with Star Wing or Mario World?
2. What are your favourite games on the Super NES at the moment?
3. What do you think of the Supervision?
4. What are your favourite games for the PC?
5. Should I buy Pilot Wings off a friend for £25.00?
6. Why is Gary Harrod so cool?
7. Is it true that Radion is in the next series of GamesMaster?
8. In Streetfighter II, although none of my friends believe me, you can be Sheng Long because I have fought him and played as him before.
9. Who is your favourite character in Streetfighter II?
10. I am starting a Gary Harrod fan club. Do you want to join?
Alex "Ken"Cran, Truro, Cornwall.
Dear Jaz,

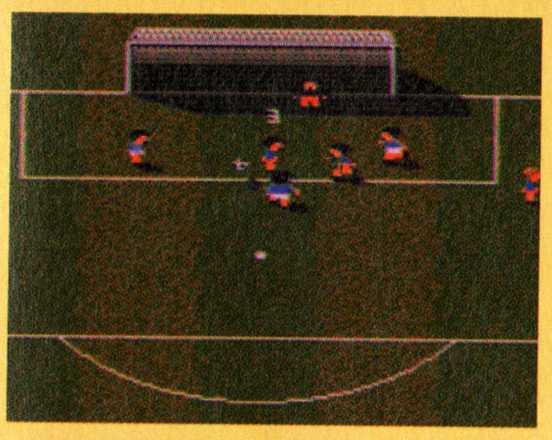
JAZ:1. I prefer Mario World. 2. Virtual Soccer, Turbo, Zombies. 3. It's Ok. 4. X-Wing and any Lucasfilm adventures. 5. Yup - and bite his hand off in doing so. 6. Because he just is. 7. We all are. 8. You're a liar and unless you can prove it we'll start telling your mates to stop talking to you - if you were Pinnochio, your nose would nudge an innocent passer-by in Holland. 9. Zangief. 10. Almost all of the staff here are honorary members already..

CATHERINE ZETA JONES

Dear Mister Jaz
I own a Super NES and want to know if you're going to answer these questions or what!
1. When are we going to get that Gary Harrod special poster you mentioned several issues ago?
2. Why do you employ Paul Davies when I'm loads better at games than he is? I saw him on Gamesworld and he was cack!
3. Come to that, I hear you're not very good at games either. Why don't you step down and make way for some new kids instead?
4. When is Rad going to wash his hair? He always looks so mucky on telly.
J. Thwaite, Oswaldtwistle.



JAZ:1. Gary has agreed to pose for the poster when his muscles are as big as Arnie's, so you'll have to wait a few more years yet. 2. Because you can't write, you're ugly and he's a nicer person than you. 3. Up your kilt young upstart. You dare to challenge me!! Come and have a go when you've matured a bit. 4. Rad has, thankfully, taken to washing his hair on a more frequent basis.



JULIE ANDREWS

Dear Jaz,
1. Will Tazmania and Mario Kart be converted onto the NES?
2. If so, how well will the NES handle them?
3. Is Nintendo World Cup any good at all - even if it's just for a laugh?
4. I've a bit of spare cash so which should I buy: Stealth Fighter, Blades of Steel or Mario 2?
5. What is the best NES sports game?
6. When will the NMS writing match thequality of the design?
Paul Hickey, Dublin.

JAZ:1. No. 2. It won't because they ain't coming out. 3. It's pretty average. 4. M-A-R-I-O. 5. They're all pretty crap. 6. Probably never.

JOANNA LUMLEY

Dear Jaz,
Please could you answer these questions:
1. Why do Super NES games cost more than Megadrive games?
2. Will Battletoads 2 come out on the Game Boy ?
3. Will Nintendo ever bring out a home computer?
4. Are there any decent football games coming out on the Game Boy?
5. What will be the next SFX game be called?
Jamie Sutherland and Scott Turner, Caithness, Scotland.

JAZ:1. They're more expensive to produce. 2. Eventually. 3. I doubt it. 4. Striker is supposed to be on its way and Kick Off is very good. 5. FX Trax.

FELICITY KENDALL

Dear Jaz ,
I have just purchased a Super NES and would like to ask you a few questions.
1. Which is the better - Starwing, Super Star Wars or Bubsy the Bobcat?
2. What is your favourite sports sim?
3. Are these games any good: Pugsley's Scavenger Hunt, F1 Exhaust Heat, World Class Rugby, Player Manager and Push Over?
4. Has there been any news about when the Super NES CD will be coming out?
5. Will Jimmy Whites ' Whirlwind' Snooker come out for the Super NES for use with the mouse?
Adam Rhodes, Leeds

JAZ:1. Starwing is my personal favourite at the moment. 2. Virtual Soccer gets my vote. 3. Apart from Push Over and Rugby, yes. 4. NO! NOW STOP ASKING! 5. Rather doubtful I'm sorry to say.

JAYNE EYRE

Dear Jaz
Please could you answer these questions for me?
1. Is Streetfighter II coming out on the NES and if so when?
2. Which is the best game between Bugs Bunny's Birthday Blow Out and Tiny Toons?
3. Is Duck Tales any good on the NES?
4. Which is better out of Tetris and Tom and Jerry?
5. Is Sonic and Sonic 2 ever coming out on the NES If so, when?
6. Is Gauntlet II any good for the NES?
Anon

JAZ:1. It's supposed to be, but Capcom have no firm date yet. 2. Tiny Toons. 3. A bit easy, but it looks good. 4. Tetris. 5. Never, never you hear me - hahahahahahaha-haha! 6. Yes it is.

JAMIE LEE CURTIS

Dear Jaz
Could you please answer my questions?
1. When is WWF2 being released for the Super NES?
2. Is it going to have as good graphics as the original?
3. Will there be more wrestlers than the first? If so, how many?
4. Will there be steel cage matches and a Royal Rumble mode?
5. Will there be a better choice of moves and special moves included?
6. Will you be able to see managers in the game?
7. How much will it cost?
Rhys Johns, Nr. Pontypridd, Wales.

JAZ:1. It's out now. 2. Better. 3. I'll tell you what, stop bothering me and go and read the Review which appeared a couple of months back - that's what it's there for, after all...

KATHLEEN TURNER

Dear Jaz,
Please answer these Game Boy questions?
1. Which is better: Alfred Chicken or Kirby's Dream Land?
2. Will Mario Kart come out for the Game Boy? If yes, when?
3. Are there any decent driving games on the Game Boy?
4. Is there any way of getting more balls on Revenge of the Gator on the Game Boy?
5. Is there any way of obtaining extra lives on Star Wars on the Game Boy ?
Nick Kirkpatrick, Peterborough, Cambs.

JAZ:1. Kirby. 2. No. 3. F1 Race - four-player malarkey no less. 4. Not that I know of. Have you tried asking Patrick Moore when he's wearing that sieve on his head? 5. Ditto.

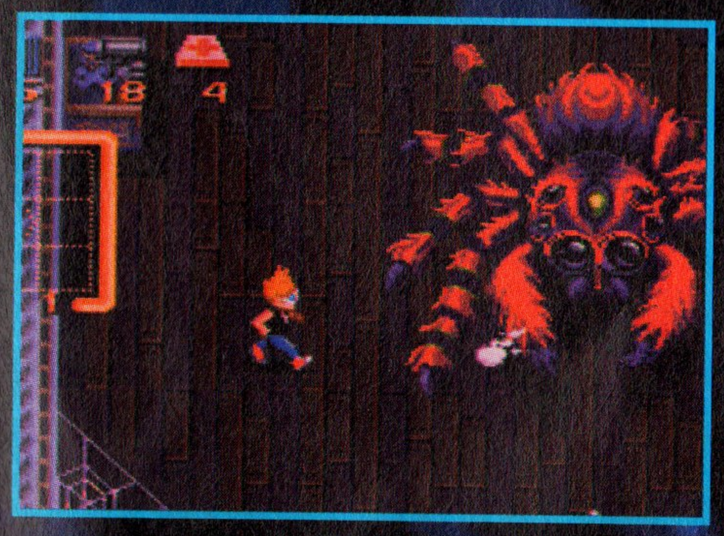
PAULINE COLLINS

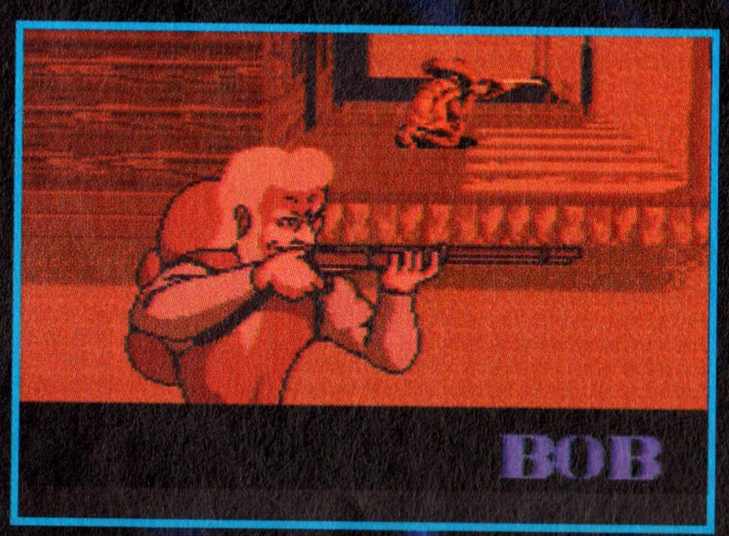
Dear Jaz,
Please could you tell me whether the classic coin-op game 'Mr Do' will ever be available for the Super NES?
P. Scoots, Loughborough, Leics

JAZ:I sincerely hope so, but alas not as of yet and not in the near future.

WE'LL MEET AGAIN

Well, that's about all we have time for this issue, so put down your pens and stop writing please. Jaz will be back just as soon as he's washed away those oh-so-stubborn stains from his favourite question answering breeks. So get those thinking caps on and get writing those questions, but PLEASE (and we say this every month to no avail) no more questions about Colour Game Boys, the Super NES CD, Street Fighter II Turbo or anyhting dull like that. Also no more questions about the dubious gaming skills of Paul Davies - the lad's starting to get a little paranoid! Anyway, send your questions to: MY QUESTIONS ARE OF AN IDEALOGICALLY SOUND NATURE AND MAKE NO REFERENCE TO PAUL DAVIES HONEST, NMS, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.





THE NEW CH

LIFE AFTER TURBO...

As if Turbo wasn't enough to keep Street Fighter fans happy, Capcom have just unveiled their latest addition to the Street Fighter family - Super Street Fighter II: The New Challenges - and Capcom have added four more fighters, bringing the total up to sixteen! The first new addition is called T Hawk and hails from Mexico. A big muscly chap, Hawk features devastating punch combos and looks set to join Balrog and Honda in the big boy league. Next up, we have FeiLong who is from Hong Kong and specialises in long distance kicks, whilst Dee Jay is a massive fighter who hails from Jamaica. Finally, the last addition is another girl - this time called Cammy, and she hails from England no less! Specialising in whirlwind kicks and fast punching, Cammy looks more than a rival for Chun-Li.

The enhancements don't just stop there, though. The existing characters have also been given brand new moves, with Ken and Ryu now using a brilliant Fiery Dragon Punch and Zangief adding a powerful dive to his range. Other little touches like the typeface and map screen have also been improved, and Capcom have also added a 'First Hit' bonus for the first person to break the deadlock, and a self-explanatory 'Combo Bonus.' The bad news is that Super Street Fighter runs very slightly slower than Turbo, although we've played the game and it's now even better, with Capcom's enhanced Q sound system. More soon!

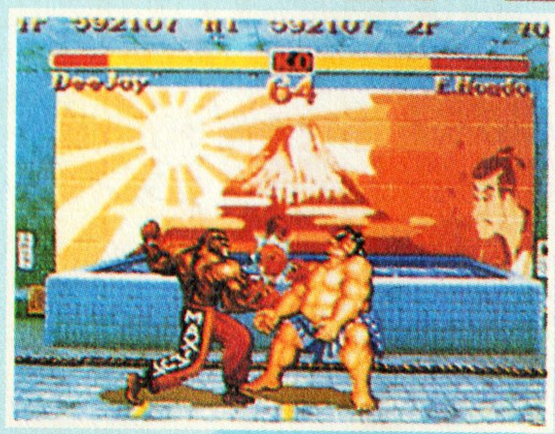
▲ Yes indeed, here it is. Ken displays the awesome power of the Flaming Dragon Punch, which Ryu also possesses. Note how Kenny's background has been enhanced. Note also how you can choose the colour of your character from eight on offer!

▲ And here we are in England to watch Cammy in action. Enjoy!

Exclusive®

ALLENGE IS HERE! NOW!

STREET FIGHTER II



▲ Fei Long and T Hawk in action on T Hawk's stage. With sixteen characters and sixteen stages and eight character colours to choose the number of match combinations must run to millions!

you're wanted for questioning

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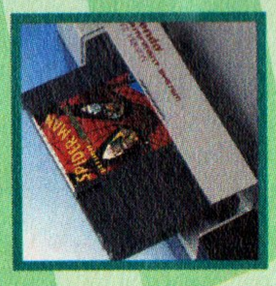
GAME INDEX



Hello, and welcome to 'How Many Words Can We Cram Into Four Pages.' This week, if you can't be bothered to read the following information (after all, we only spent nearly three years writing it, so why should you?), you can send individual reviews to your mates.

SUPER NES

ADDAMS FAMILY
SEAL OF QUALITY
Glossy platform game which is great fun to play.
OVERALL:90%

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT
Highly polished presentation and solid, if unoriginal, gameplay.
OVERALL:89%

AMAZING TENNIS
SEAL OF QUALITY
Takes a bit of getting into, but worthwhile once mastered.
OVERALL:91%

ASTERIX
Lack of variety lets down otherwise spiffing platformer shock.
OVERALL:73%

BLUES BROTHERS
Badly programmed platform charade. Avoid like the wind, noble readers.
OVERALL:47%

BOMBERMAN
Brilliant four-player action.
OVERALL:93%

BRAWL BROTHERS
Better-than-average Final Fight clone, worth a look if you can't wait for Final Fight 2.
OVERALL:84%

BUBSY THE BOBCAT
Don't believe the hype, as Public Enemy might say.
OVERALL:79%

CALIFORNIA GAMES 2
Totally sacrilegious, destroys the reputation of the Cali Games phenomena, er dude!
OVERALL:20%

CHESTER CHEETAH - TOO COOL TO FOOL
Insipid pile of old trousers in platform guise.
OVERALL:69%

CHUCK ROCK
Amusing and action-packed platform puzzler.
OVERALL:89%

COMBATRIBES
Badly executed and very boring indeed to play.
OVERALL:46%

CONTRA SPIRITS
SEAL OF QUALITY
Incredible Super NES classic. An essential purchase.
OVERALL:95%

CYBERNATOR
SEAL OF QUALITY
Almost as good as Contra, and also a top priority buy.
OVERALL:93%

DESERT STRIKE
Novel twist to the shoot 'em up genre and highly enjoyable, if rock hard.
OVERALL:83%

EXHAUST HEAT
SEAL OF QUALITY
In-depth racing sim of doom. Less faffing than in the sequel.
OVERALL:92%

EXHAUST HEAT 2
SEAL OF QUALITY
Technically accomplished and groovy follow up to the original.
OVERALL:92%

FINAL FIGHT
SEAL OF QUALITY
Top quality beat 'em up which deserves a good home.
OVERALL:92%

FINAL FIGHT 2
Tragic waste of effort.
OVERALL:58%

FIRST SAMURAI
Tragic Amiga port-across. Avoid at all costs.
OVERALL:62%

FLYING HERO
Average cutesy shoot 'em up. Andy likes it though.
OVERALL:64%

F-ZERO
SEAL OF QUALITY
Flagship triumph of Mode 7. A definite classic.
OVERALL:90%

GODS
Challenging and pretty original, but clumsy controls and total Super NES capabilities bypass.
OVERALL:80%

GP-1
Dire, uncontrollable and unrealistic "race" "sim".
OVERALL:65%

GUNFORCE
Slowest game ever, and ridiculously easy to boot. One to not buy at any cost.
OVERALL:29%

IREM SKINS GAME
Relaxing golf knockabout. Probably the best Super NES golf game around right now.
OVERALL:76%

JAKI CRUSH
Minor gameplay erraticisms mar this otherwise splendid pinball sim.
OVERALL:86%

JIMMY CONNORS PRO TENNIS TOUR
Fiddly controls and faulty collision put this out of the league of Super Tennis.
OVERALL:79%

KAWASAKI CARIBBEAN CHALLENGE
Hideous and shallow monstrosity.
OVERALL:36%

KI KI KATAI
SEAL OF QUALITY
Fantastic shoot 'em up which is as tough as tough can be.
OVERALL:90%

LEMMINGS
SEAL OF QUALITY
Fabola puzzle game for people with lots of patience.
OVERALL:92%

LOST VIKINGS
Takes a bit of getting into, but this puzzle/platformer is really quite good.
OVERALL:88%

MARIO ALL-STARS
SEAL OF QUALITY
It's amazing. It iiiiiss. It iiiiiiiiss.
OVERALL:95%

MARIO PAINT
The novelty soon wears off, and all aspects are too limited to really make this worth the cash.
OVERALL:65%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Brilliantly presented and good fun for a while, but it's hopelessly easy. Bah.
OVERALL:79%

MECHWARRIOR
Not much variety, but this is a tough giant robot battle simulation which is great fun.
OVERALL:81%

MORTAL KOMBAT
SEAL OF QUALITY
Fantastic conversion of the arcade original.
OVERALL:92%

ON THE BALL
A fast and furious arcadey puzzle game spoilt by its complete easiness.
OVERALL:82%

PILOTWINGS
SEAL OF QUALITY
The novelty doesn't last long, but underneath Pilotwings is complex and highly enjoyable.
OVERALL:90%

PUSHOVER
The puzzles aren't too taxing at first and the game doesn't seem very polished, but this is still quite good fun.
OVERALL:78%

Q*BERT III
Odd controls and lovely backgrounds but loses its appeal after a couple of days.
OVERALL:70%

SHADOWRUN
SEAL OF QUALITY
Simply incredible futuristic RPG. Buy it now.
OVERALL:90%

SIM CITY
SEAL OF QUALITY
In depth city-building strategy classic. Absolute must for all budding town planners.
OVERALL:93%

STARWING
SEAL OF QUALITY
Skrikes! Incredible shoot 'em up. Every home should have one.
OVERALL:96%

STREETFIGHTER 2
SEAL OF QUALITY
Most famous game ever. A splendid conversion which everyone should have by now.
OVERALL:96%

STREETFIGHTER 2 TURBO
SEAL OF QUALITY
Got more money than sense? Can't live without a handful of extra bits bolted onto your Streetfighter cart? Then this is for you!
OVERALL:97%

STRIKER
SEAL OF QUALITY
Possibly the best soccer game on any machine.
OVERALL:92%

SUPER CASTLEVANIA
SEAL OF QUALITY
One of the best platform beat 'em ups on the Super NES. A definite must-have.
OVERALL:91%

SUPER FORMATION SOCCER 2
KIPPER OF COMMISERATION
Inept sequel which does nothing to improve dodgy prequel.
OVERALL:35%

SUPER GHOULS 'N' GHOSTS
SEAL OF QUALITY
Ultra-hard platform adventure revelling in its own brilliance.
OVERALL:94%

SUPER JAMES POND
Poor collision detection and horrendous slow down spoil what would otherwise be a fantabulous game.
OVERALL:78%

SUPER KICK OFF
Nowhere near as good as it should have been. Wait for Striker instead.
OVERALL:73%

SUPER MARIO BROTHERS IV
SEAL OF QUALITY
Graphics look a bit dated now, but the game is still as amazing as ever. One of the best video games of all time.
OVERALL:98%

SUPER MARIO KART
SEAL OF QUALITY
Superb, and challenging, comedy race game featuring Mario and pals.
OVERALL:92%

SUPER NBA BASKETBALL
SEAL OF QUALITY
Very dead good and deep basketball sim recommended to fans and non-fans alike.
OVERALL:92%

SUPER SLAM DUNK
Clever Mode 7 basketball game. A bit fiddly but highly enjoyable nonetheless.
OVERALL:88%

SUPER STAR WARS
SEAL OF QUALITY
Superlative platform game which packs a big challenge with fantastic music too.
OVERALL:94%

SUPER TENNIS
SEAL OF QUALITY
Loads of moves, spot-on speed and a lengthy challenge make this the best tennis game ever.
OVERALL:94%

SUPER TETRIS 2
SEAL OF QUALITY
It's Tetris and, as a result, it's really good. Bonus game BomBliss is likewise smart.
OVERALL:93%

TINY TOON ADVENTURES
SEAL OF QUALITY
Ultra-cute and staggeringly varied platform game which is destined for classic status.
OVERALL:93%

TRODDLERS
A fine and dandy puzzle game which is best with two players.
OVERALL:81%

TUFF E NUFF
Only four characters and no real scope for tactical play, but there's loads of moves and it's faster than Streetfighter 2.
OVERALL:89%

UN SQUADRON
SEAL OF QUALITY
Very very hard and certainly impressive. Another Capcom shoot 'em up winner.
OVERALL:94%

WING COMMANDER
Over-presented and under-gameplayed, Wing Commander is a rather boring flight sim.
OVERALL:62%

WWF ROYAL RUMBLE
Tedious grapple battles spoil an otherwise excellent game
OVERALL: 78%

XANDRA'S ADVENTURE
Doesn't look much, but Xandra's Adventure is tough, absorbing and highly playable.
OVERALL:89%

YOSHI'S COOKIE
Brilliant two-player puzzler, not so hot in single mode.
OVERALL:87%

YOSHI'S SAFARI
OK SuperScoper, but waaaaay too easy. For drainpipe diehards only.
OVERALL: 77%

ZELDA III
SEAL OF QUALITY
Huge, sprawling and very difficult RPG. A classic if you've got any patience whatsoever.
OVERALL:95%

NES

ADDAMS FAMILY
Very few new ideas to be found here, but Addams Family is still quite a jolly platform jape.
OVERALL:71%

ADVENTURE ISLAND II
Wonderboy hits the NES. Mildly enjoyable but ultimately unrewarding.
OVERALL:71%

ALIEN3
Atmospheric and generally brilliant platform shoot 'em up.
OVERALL:84%

BALLOON FIGHT
Great fun at first, especially in two-player mode, but the appeal quickly wanes.
OVERALL:74%

BATMAN
SEAL OF QUALITY
Incredible graphics and sound back up a long, challenging and highly enjoyable title.
OVERALL:92%

BATMAN II: RETURN OF THE JOKER
Looks great, sounds great, reasonably original, and very challenging.
OVERALL:83%

BATMAN RETURNS
Not bad Double Dragon-type beat 'em up which gets better further in, but still isn't earth-shattering.
OVERALL:74%

BATTLETOADS
SEAL OF QUALITY
Long, arduous and taxing beat 'em up/platform game from Rare. Great fun, especially in two-player mode.
OVERALL:91%

BATTLETOADS DOUBLE DRAGON
Involving beat 'em up with plenty on the variety front.
OVERALL: 82%

BASEBALL
Slow, unresponsive and lacking in all those stats and things baseball fans like.
OVERALL:60%

BAYOU BILLY
Three-in-one type affair here, with a light gun level too. Good fun, but not essential.
OVERALL:79%

BIONIC COMMANDO
One of the hardest NES games ever ever. Good fun, but the difficulty level could put some players off.
OVERALL:81%

BLADES OF STEEL
Ice Hockey sim with obligatory beat 'em up section. Good fun for single players, but best in 2-up mode.
OVERALL:85%

BLASTER MASTER
SEAL OF QUALITY
Blaster Master might be old, but it's still absolutely incredible. Great graphics, and heaps of variety. Essential purchase.
OVERALL:91%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL:88%

BOULDERDASH
SEAL OF QUALITY
Fantastic fast-paced puzzle game which really stands the test of time.
OVERALL:90%

A BOY AND HIS BLOB
SEAL OF QUALITY
Imaginative mix of platform and puzzling action which is dead good.
OVERALL:91%

BUBBLE BOBBLE
Superb conversion of the ultra-cute bubble-blowing flick screen platform coin-op.
OVERALL:89%

BUCKY O' HARE
No originalityo, Bucky isn't a terrible game but offers nothing new.
OVERALL:72%

BURAI FIGHTER
A decent enough blaster with plenty of death and a bit of a challenge.
OVERALL:79%

CALIFORNIA GAMES
SEAL OF QUALITY
Pointless in one-player mode (there's no competitive 1-up option) but great fun
OVERALL:91%

CAPTAIN SKYHAWK
SEAL OF QUALITY
Smart isometric shoot 'em up from those lovely chaos at Rare.
OVERALL:90%

CASTLEVANIA
Playable enough platform game superceded by its sequel.
OVERALL:88%

COBRA TRIANGLE
SEAL OF QUALITY
Isometrics a-go-go in Rare's boat racing shoot 'em up affair. Loads of levels and it's none too easy.
OVERALL:94%

DEFENDER OF THE CROWN
Take a time warp in this mediaeval strategy game - back to the Land Before Gameplay. Not very good even if you like this sort of thing.
OVERALL:59%

DEFENDERS OF DYNATRON CITY
"Wacky" license, "cacky" game.
OVERALL:36%

DIGGER T ROCK
Action-packed arcade puzzler with decent graphics and oodles of gameplay.
OVERALL:89%

DONKEY KONG
Poor old Mr Kong is getting on a bit, and the simplicity of this pensionable title really shows it.
OVERALL:45%

DONKEY KONG JUNIOR
Four screens of yawns. There's not enough here to justify purchase.
OVERALL:46%

DOUBLE DRAGON
Not bad conversion of the legendary coin-op. Looking a bit dated, but still not bad.
OVERALL:75%

DOUBLE DRAGON II
A big improvement over the original title, Double Dragon II is heartily recommended to fist fans. And beat 'em up fans, too.
OVERALL:84%

DOUBLE DRAGON III
Loads of options and ideas, but it's too slow and ridiculously frustrating.
OVERALL:65%

DOUBLE DRIBBLE
Slightly confused perspective, but still has enough action to satisfy most basketball fans.
OVERALL:70%

DRAGON'S LAIR
Grinks! Do not even approach this travesty.
OVERALL:21%

DR MARIO
A bit too close to Tetris for comfort, but this is still a fun puzzle game.
OVERALL:88%

DROP ZONE
Feeble graphics but the gameplay is surprisingly fresh for this new conversion of an ancient coin-op.
OVERALL:87%

DUCK TALES
SEAL OF QUALITY
Another golden oldie platform jape from those chaps at Disney.
OVERALL:90%

ELITE
SEAL OF QUALITY
Accomplished conversion of the classic trade 'em up then shoot 'em up legend.
OVERALL:91%

EXCITEBIKE
Nippy scrolling and courses drenched in laughs make this worthy of inspection.
OVERALL:84%

FELIX THE CAT
Good platform game let down by daft easiness setting. Good one for younger players, though.
OVERALL:71%

FESTER'S QUEST
Tedious scrollaround "adventure".
OVERALL:58%

FAXANADU
Plenty of depth but little action or excitement in this RPG-type affair. Try it if you're affair something different.
OVERALL:79%

FOUR-PLAYER TENNIS
Absolute steaming pile of old pants. Wobbly graphics, terrible sound, no moves, godawful collision detection and almost no response to the controls.
OVERALL:27%

GALAXY 5000
SEAL OF QUALITY
It's from Rare! It's an isometric race game! It's dead brill!
OVERALL:91%

GAUNTLET II
SEAL OF QUALITY
Smart maze-cum-shooting extravaganza which is well worth a look.
OVERALL:90%

GHOSTBUSTERS II
A variety of sub-levels make up this game. Sadly, none of them are much cop, and the graphics are trolleys.
OVERALL:57%

GHOSTS 'N' GOBLINS
Dodgy responses, frustrating gameplay and bad graphics.
OVERALL:55%

GOLF
Arcadey golfing sim recommended to fans of the sport.
OVERALL:76%

GRADIUS
SEAL OF QUALITY
Offers nothing new, but is spectacularly executed. Priority blasting purchase.
OVERALL:90%

GREMLINS II
Yet another good example of a Nintendo scrollalong shoot 'em up, available at budget price in some stores.
OVERALL:87%

GUNSMOKE
Not bad conversion of the (very) old Wild West coin-op. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.
OVERALL:69%

HIGH SPEED
Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.
OVERALL:82%

HOGAN'S ALLEY
Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.
OVERALL:60%

HOOK
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.
OVERALL:62%

THE HUNT FOR RED OCTOBER
Bad graphics, terrible sound, but quite good gameplay in this shoot 'em up.
OVERALL:64%

ICE CLIMBER
Guide your Eskimo through the platform levels of this tedious old piece of parp.
OVERALL:58%

IRONSWORD
Very tough indeed, but this follow-up to Wizards and Warriors is also very average.
OVERALL:77%

ISOLATED WARRIOR
Fab isometric blaster somewhat spoilt by a low difficulty level.
OVERALL:80%

KABUKI
SEAL OF QUALITY
One of the best, and certainly most original platform beat 'em ups on the NES.
OVERALL:90%

KID ICARUS
Not bad, but pales in comparison to more recent platform games.
OVERALL:68%

JACKIE CHAN'S ACTION KUNG-FU
SEAL OF QUALITY
Superb platform game with great graphics and loads of challenge.
OVERALL:93%

KICKLE CUBICLE
Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.
OVERALL:72%

KUNG-FU
Doesn't look much, but the tough, challenging gameplay at knockdown price is quite a laugh. Worth a look for beat 'em fans.
OVERALL:72%

LIFE FORCE
SEAL OF QUALITY
Top notch two-player horizontally scrolling shoot 'em up with smart graphics.
OVERALL:92%

LEGEND OF ZELDA
Expensive RPG, but certainly worth a look for fans of the genre (© Cringy Cliches Inc).
OVERALL:86%

LEMMINGS
Good enough puzzler spoilt slightly by overly indistinct graphics.
OVERALL:85%

LITTLE NEMO
Jolly platform game which is just too darned hard for its own good.
OVERALL:79%

LOW-G MAN
Horrible graphics but excellent and innovative gameplay make this quite a jape.
OVERALL:84%

LUNAR POOL
Fun for pool fans, but a waste of time for the non-initiated.
OVERALL:75%

MANIAC MANSION
Fantastic (and hilarious) icon-driven RPG. Essential providing you can afford the hefty price tag.
OVERALL:89%

MARBLE MADNESS
Not many levels, but this arcade conversion is still great fun.
OVERALL:85%

MARIO BROTHERS
Not of the Super variety, this is a single screen puzzle/platformer which is quite good, especially in two-player mode.
OVERALL:83%

MEGAMAN
SEAL OF QUALITY
First in the long-toothed platform series. Dead good, but very hard.
OVERALL:92%

MEGAMAN II
SEAL OF QUALITY
Incredibly impressive and good fun, but totally ultra-rock-doom-hard.
OVERALL:93%

MEGAMAN IV
Highly challenging quality game which is totally unoriginal.
OVERALL:81%

METROID
Graphically impressive with loads of original features and taxing gameplay.
OVERALL:80%

MIKE TYSON'S PUNCH-OUT!!!
SEAL OF QUALITY
Loads of moves, opponents and challenge, this is one of those classic NES games everyone should have.
OVERALL:94%

MISSION: IMPOSSIBLE
Smart RPG/adventure overtones lift this overhead-view blaster above the norm.
OVERALL:86%

NEW ZEALAND STORY
Perfect conversion of the arcade machine, marred by being far too easy.
OVERALL:79%

NINTENDO WORLD CUP
Terrible, terrible four-player soccer game not even one player should have to suffer.
OVERALL:33%

PAPERBOY
Retarded graphics, grotesque sounds and awkward, frustrating gameplay are the norm for this title.
OVERALL:30%

PINBALL
Very old, and also very superceded by the excellent Pinbot.
OVERALL:45%

PINBOT
Excellent graphics, unbelievable sound, and brilliant playability, this is one fabbo game!
OVERALL:89%

POPEYE
Simplistic and limited, Popeye carries little lasting appeal, even for younger players.
OVERALL:67%

POWERBLADE
No marks for originality, but the enjoyable and challenging gameplay make this platform shoot 'em up worth a look.
OVERALL:88%

PRINCE OF PERSIA
Controls are awkward at first, but persevere and you'll find a challenging and rewarding platform game.
OVERALL:87%

PROBOTECTOR
A fast and furious blast converted from the old GryZor coin-op. Recommended to violence fans.
OVERALL:81%

RAD RACER
An old OutRun-style racer, but still matches up to the competition. A top game.
OVERALL:80%

RAD GRAVITY
Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL:82%

RAINBOW ISLANDS
This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL:67%

RC PRO-AM
Quite a nice isometric racer, this, but overshadowed by the sequel.
OVERALL:85%

RC PRO-AM 2
Brilliant game for up to four players, although there is a better game of this type on the market.
OVERALL:87%

RESCUE RANGERS
With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL:88%

ROAD BLASTERS
Far too easy - any competent player should get through it in no time. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL:48%

ROAD FIGHTER
Absolute trousers.
OVERALL:9%

ROBOCOP
Sluggish controls and very repetitive gameplay don't makes things much fun in this grotty platform game.
OVERALL:60%

ROBOCOP 2
Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features.
OVERALL:76%

ROLLERGAMES
Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.
OVERALL:76%

RODLAND
Simple and entertaining game for Bubble Bobble fans.
OVERALL:79%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence.
OVERALL:83%

RYGAR
The gameplay in this beat 'em up is fairly interesting but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL:70%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL:84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios.
OVERALL:26%

SHADOW WARRIOR
This a great slash 'em up that's well-presented with groovy graphics and sound. Challenging and superb fun and well worth your pounds sterling.
OVERALL:89%

SILENT SERVICE
An addictive and involving submarine sim for strategically-minded NES owners.
OVERALL:87%

SIMON'S QUEST
There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL:85%

SIMPSONS: BART VS THE SPACE MUTANTS
It might not exactly be action packed, but there's enough to this platformer to make it worthwhile to even not Simpsonsites.
OVERALL:88%

SKATE OR DIE
Skate or Die is a fun game with great graphics and is highly recommended to board thrashers.
OVERALL:82%

SMASH TV
SEAL OF QUALITY
A complete, full and really excellent conversion of the ultra-violent coin-op. Death fans should rush out and purloin this immediately.
OVERALL:90%

SNAKE, RATTLE 'N' ROLL
SEAL OF QUALITY
The excellent graphics add atmosphere to the proceedings and the tough gameplay means there's weeks of play, at least, to this game.
OVERALL:94%

SNAKE'S REVENGE
Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL:49%

SOCCER
Even though this is positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL:83%

SOLAR JETMAN
SEAL OF QUALITY
Tough, addictive and great fun, Solar Jetman is a space shooting and collecting game no NES owner should be without.
OVERALL:95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. One for brain fans and no mistake.
OVERALL:83%

SOLSTICE
With its excellent forced perspective graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL:89%

SPIDER MAN AND THE RETURN OF THE SINISTER SIX
A not-bad game which is made somewhat redundant by the wealth of other games of this ilk. Still, Spiderman fans might like it.
OVERALL:70%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your opponent.
OVERALL:84%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL:54%

SUPER MARIO BROTHERS
SEAL OF QUALITY
This is the first in the Super Mario series and was originally given away with the NES machine, and it's great. Fast moving, challenging and great fun.
OVERALL:95%

SUPER MARIO BROTHERS II
SEAL OF QUALITY
Although superceded by the third Mario game, this is still a top quality purchase for platform fans.
OVERALL:96%

SUPER MARIO BROTHERS III
SEAL OF QUALITY
The game map is absolutely huge, and there's loads of sub-games and other treats to add a bit of variety. Definitely the best NES game around, and one which absolutely no NES owner should be without, really honestly this time.
OVERALL:98%

SUPER OFF-ROAD
Yet another four-player isometric race game from Rare. However, although this is okay with more than one player the repetitive nature will put single players off.
OVERALL:81%

SUPER SPIKE VOLLEYBALL
With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL:83%

STAR WARS
SEAL OF QUALITY
Possibly the hardest game available for the NES, but it's not offputting because it's just so darned enjoyable. Exciting and varied, Star Wars is an NES classic.
OVERALL:95%

TEENAGE MUTANT HERO TURTLES
Turtles is a fun game that provides plenty of beat 'em up action, and a hint of exploration which taxes your brain too. Worth checking out.
OVERALL:86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Turtles II is a very close coin-op conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL:64%

TENNIS
Nintendo Tennis is quite playable. It's also the only Tennis game available on the NES anyway, so it's this or nothing.
OVERALL:75%

TEN-YARD FIGHT
Ten Yard Fight is a simple, but fun arcade game and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL:76%

TERMINATOR II
Five limited levels, most of which are set around a tedious platform environment. Dull and very unoriginal. For die-hard movie fans only.
OVERALL:72%

TETRIS
SEAL OF QUALITY
The control system is easy to handle, the competitive two-player option has been included and the music is pretty good too. Another belongs-in-every-collection games.
OVERALL:91%

TIGER HELI
This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. Not the greatest of shoot 'em ups.
OVERALL:65%

TINY TOONS
The graphics and sound in this platformer are great, and the gameplay fun enough to keep you at it for yonks.
OVERALL:86%

TIME LORD
This game has a great idea, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd like to see.
OVERALL:60%

TOM AND JERRY
It's a shame to see Tom and Jerry starring in an unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available.
OVERALL:78%

TOP GUN
A pretty good simulator which requires a fair bit of skill.
OVERALL:79%

TOP GUN II
Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed.
OVERALL:51%

TOTALLY RAD
Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.
OVERALL:74%

TO THE EARTH
Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.
OVERALL:86%

TURBO RACING
It's nice to see a nice fast action-filled effort like Turbo Racing. Graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.
OVERALL:80%

TRACK AND FIELD II
With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.
OVERALL:89%

WILD GUNMAN
Wild Gunman is a colourful Zapper title. It's quite good fun, but gets a bit boring after a while.
OVERALL:67%

WIZARDS AND WARRIORS
A smart-looking but pretty monotonous fantasy platform title which doesn't match up to most of the competition.
OVERALL:72%

WORLD WRESTLING
World Wrestling from Tecmo has great graphics, loads of options and corking gameplay. It's dead good.
OVERALL:84%

WWF SUPERSTARS OF WRESTLING
This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.
OVERALL:80%

XEVIOUS
The smart graphics of the coin-op are lost, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL:65%

ZELDA II: ADVENTURE OF LINK
SEAL OF QUALITY
Even non-RPG fans will flip at this superb title, and although the price tag is somewhat hefty Adventure of Link is easily worth a go.
OVERALL:94%

GAME BOY

ALFRED CHICKEN
SEAL OF QUALITY
Twelve large levels packed with secret rooms and bonus stages for Alfred's probing pecker. As brilliant as it is daft.
OVERALL:91%

ALIEN III
SEAL OF QUALITY
Excellent shooter, with exploration and puzzle elements sidling in to join the fun. Highly recommended.
OVERALL:90%

BALLOON KID
Become a balloon's best friend in this rather weird floating collect 'em up. Strange, dull, repetitive and, er, balloony.
OVERALL:51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Help Barty escape in this multi-level platform game. An enjoyable if not overly original title.
OVERALL:85%

BART VS THE JUGGERNAUTS
A sort of Simpsons meets the Gladiators. Not bad, and it gets better as it goes along.
OVERALL:71%

BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL:75%

BATMAN
SEAL OF QUALITY
With small but nicely detailed graphics and excellent sound, this is one of the most addictive Game Boy platformers.
OVERALL:91%

BATTLETOADS
SEAL OF QUALITY
Although the graphics are fiddly, this is a great game which any self-respecting beat 'em up fan should have.
OVERALL:90%

BEST OF THE BEST
Graphics aside, one of the better Game Boy beat 'em ups, but then again that's not saying much.
OVERALL:65%

BIONIC COMMANDO
Rad enjoys a new lease on life in Capcom's revival of the arcade classic. With superb presentation and a cool factor of ten, grab it!
OVERALL:84%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive.
OVERALL:82%

BLUES BROTHERS
Yet another attempt at the Blues Brothers theme. Avoid. Avoid. Avoid.
OVERALL:53%

BOMB JACK
Hit the road, Jack! This is a tiresome conversion of a hoary old coin-op which is about as explosive as a soggy match.
OVERALL:68%

BOULDERDASH
SEAL OF QUALITY
Puzzles-a-plenty as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in.
OVERALL:90%

BOXXLE
Highly original puzzle game and recommended to people who like to use their brains rather than their joysticks.
OVERALL:83%

BUBBLE BOBBLE
SEAL OF QUALITY
Burst the bubbles, kill the meanies and move on to the next screen. Er, that's it. Fast, fun and very addictive.
OVERALL:90%

BUBBLE GHOST
Guide a bubble around an environment fraught with danger. A highly original, fun title and well worth a gander.
OVERALL:81%

BURAI FIGHTER DELUXE
Horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. Hooray!
OVERALL:83%

BURGERTIME DELUXE
Drop burger ingredients into a dish by running over them and squishing the enemy. A good laugh, but repetitive.
OVERALL:78%

CASTLEVANIA
Battle your way through four large scrolling platform landscapes. The gameplay is addictive and fun.
OVERALL:79%

CHASE HQ
The Game Boy just can't cope with the speed necessary to make this game really thrilling.
OVERALL:42%

CHESSMASTER
SEAL OF QUALITY
It's Chess and it's very, very good. Need we say more?
OVERALL:96%

CHOPLIFTER II
SEAL OF QUALITY
Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. Highly cool and addictive.
OVERALL:92%

DARKWING DUCK
SEAL OF QUALITY
Capcom's Disney titles are always excellent and this is no exception. In fact it's one of their best! Highly ingenious!
OVERALL:91%

DIG DUG
A miner named Digby literally blows-up Pookas and Fygars with a hand pump. Bizarre, but quite a laugh nonetheless.
OVERALL:84%

DR FRANKEN
SEAL OF QUALITY
Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently, while the password system and gameplay make it a winner.
OVERALL:92%

DR FRANKEN 2
Good looking, good fun, but too easy.
OVERALL:74%

DROP ZONE
In spite of it's age, hidden beneath the humble,simplistic facade is a superb and thoroughly enjoyable game.
OVERALL:86%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills.
OVERALL:83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!
OVERALL:88%

DR MARIO
Nintendo's own Tetris clone makes it to the Game Boy, and it's great. Highly recommended to puzzle fans.
OVERALL:87%

DUCK TALES
This has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard.
OVERALL:78%

DYNA BLASTER
Place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive.
OVERALL:88%

EDD THE DUCK
A terrible platform abomination,
OVERALL:41%

F1 RACE
The first four-player Game Boy game - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-clone, and rather good.
OVERALL:88%

F-15 STRIKE EAGLE
Microprose's aging flight simulator makes the conversion over to the Game Boy quite well - a thinking man's Afterburner.
OVERALL:83%

FELIX THE CAT
Great fun, but way too easy and a bit too slow.
OVERALL:70%

FERRARI
Slickly-programmed racing game sadly let down by its laughably low difficulty setting.
OVERALL:37%

FIRE FIGHTER
Highly original and taxing title. Well worth a look.
OVERALL:81%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.
OVERALL:41%

FORTRESS OF FEAR
A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.
OVERALL:80%

GARFIELD
Original and entertaining platform-puzzle concoction.
OVERALL:84%

GARGOYLE'S QUEST
Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive.
OVERALL:80%

GAUNTLET II
A perfect mini-replica of the classic coin-op that contains all the graphics, speech and playability of the coin-op. There's even a skill two-player mode.
OVERALL:88%

GB KID
Bonking ahoy! GB Kid trounces the life out of his prehistoric foes in his first quality adventure. The only problem is that the game's easy to complete!
OVERALL:79%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?
OVERALL:88%

HAMMERING HARRY
SEAL OF QUALITY
Well decent little platform with some spiffy graphics and well-tuned playability. Well worth a look.
OVERALL:90%

HOME ALONE
Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Apart from that, it's rubbish.
OVERALL:38%

HOOK
Quite entertaining for a while, but there just doesn't seem to be that much to do in each level to sustain the interest.
OVERALL:66%

HUMANS
Although slow to start with, Humans proves a high standard cart let down by the most important factor: playability.
OVERALL:74%

HUNT FOR RED OCTOBER
SEAL OF QUALITY
Brilliant conversion of the Sean Connery movie, with an amazingly good two-player mode where the second player takes control of an entire fleet! Brilliant.
OVERALL:92%

HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. But beware - it's VERY hard!
OVERALL:71%

JOE & MAC: CAVEMAN NINJA
This game is one of the least inspiring platform arcade games, consequently even a spot-on conversion would fail to impress. And lo, it doesn't.
OVERALL:65%

KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.
OVERALL:71%

KID DRACULA
NEW
The larger than average character design works well as Kid attempts to learn even more tricks in this platform adventure. It's too easy though. Boo!
OVERALL:77%

KIRBY'S DREAM LAND
SEAL OF QUALITY
A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you, nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available.
OVERALL:94%

KUNG-FU MASTER
This loose translation of the aging Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level.
OVERALL:17%

KWIRK
This is a puzzle game where your tomato-like hero(!) must shift oddly-shaped blocks into gaping holes to traverse mazes and reach the exit. It's fun!
OVERALL:85%

LEMMINGS
Short and sweet: Lemmings on the Game Boy is a great conversion of a classic game. An enormous laugh.
OVERALL:88%

LOONEY TUNES
SEAL OF QUALITY
The Looney Tunes star in an exciting and varied cartoon collection of shoot em ups and platform-related hilarity. Get this!
OVERALL:90%

MARBLE MADNESS
Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls. Perfectly suited to the Game Boy and long on playability.
OVERALL:87%

MAX
Max owes a lot to Bionic Commando, but still manages to add a few tricks of his own. Plenty of explosive goings on, with a high standard of gameplay elsewhere.
OVERALL:84%

McDONALDLAND
A standard fare, fast food adventure into McDonaldland. Trouble is, there are tastier treats available.
OVERALL:75%

MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.
OVERALL:62%

METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL:81%

MR DO!
Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.
OVERALL:86%

NAVY SEALS
This platform shoot 'em up is amazingly super hard, but if you're dead good it's well worth a look.
OVERALL:80%

NEMESIS
A great conversion based on the classic coin-op. It's not simple, and shoot 'em up fans should really get into the action. Go for it!
OVERALL:88%

OTHELLO
Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.
OVERALL:89%

PACMAN
PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will ever find.
OVERALL:80%

PAPERBOY
Ultra-blurry graphics, rubbish bike handling and dodgy collision. A disappointing conversion that will appeal to arcade fans only.
OVERALL:67%

PINBALL
This is so realistic you find yourself tilting your Game Boy around to try and influence where the ball goes!
OVERALL:79%

POPULOUS
Ambitious long-term game which is dead good.
OVERALL:81%

POWER PAWS
A great game whcih lacks real long-term staying power.
OVERALL:73%

PRINCE OF PERSIA
SEAL OF QUALITY
This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action is a winner.
OVERALL:92%

PRINCE VALIANT
An interesting concept but is neither impressive graphically nor in-depth enough to warrant priority purchase.
OVERALL:65%

QUARTH
SEAL OF QUALITY
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal.
OVERALL:90%

QIX
Similar to Volfied and a jolly little game with plenty of long-lasting appeal.
OVERALL:81%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.
OVERALL:64%

REVENGE OF THE 'GATOR
SEAL OF QUALITY
At last there's a great pinball game on the Game Boy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect.
OVERALL:91%

ROBIN HOOD
An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.
OVERALL:88%

R-TYPE
Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable.
OVERALL:82%

SIDE POCKET
Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL:73%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Game Boy arcade game. An absolute must.
OVERALL:89%

SNOOPY'S MAGIC SHOW
The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL:84%

SOLOMON'S KEY
Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, but sometimes the titchy graphics make it difficult to see what's going on.
OVERALL:82%

SPEEDBALL II
Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. Boo!
OVERALL:65%

SPIDER-MAN
Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL:85%

SPIDERMAN 2
Fiddly and disappointing platform beat 'em up.
OVERALL:79%

STAR WARS
The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.
OVERALL:89%

SUPER HUNCHBACK
Jolly platform game starring everyone favourite deformed character. There are loads of secret screens and the action is challenging enough to keep the fans happy.
OVERALL:81%

SUPER KICK OFF
SEAL OF QUALITY
The greatest football game ever is now on the Game Boy and it's as good as could possibly be expected. Buy it.
OVERALL:93%

SUPER MARIO LAND
SEAL OF QUALITY
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it!
OVERALL:90%

SUPER MARIO LAND II
Effectively Super Mario World for the handheld, this is a stunning game, which is only let down by being too easy. There's loads to see, even more to do, and still represents a worthwhile buy.
OVERALL:87%

SUPER RC PRO-AM
Those Rare guys are at it again - converting one of their fab NES carts to the Game Boy. This time it's of the isometric-view radio controlled car racing game, and it's great.
OVERALL:87%

TEENAGE MUTANT NINJA TURTLES
SEAL OF QUALITY
A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.
OVERALL:90%

TEENAGE MUTANT NINJA TURTLES II
Harder than the original, with some sampled speech. Once again, Turtle fans will love this.
OVERALL:85%

TENNIS
One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot. Recommended.
OVERALL:86%

TERMINATOR 2
SEAL OF QUALITY
As film licenses go, this is one of the best. Loads of action, great graphics and sound. A fab game.
OVERALL:90%

TETRIS
SEAL OF QUALITY
Free with the UK version of the Game Boy, this puzzle game is absolutely terrific and unbelievably addictive. Still one of the best Game Boy titles yet seen.
OVERALL:95%

TRACK MEET
Thoroughly enjoyable Track and Field-type sports simulation, which can get samey after a while.
OVERALL:78%

TRAX
Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL:59%

UNIVERSAL SOLDIER
Virtually the same game as Turrican, but still a good old Game Boy blast.
OVERALL:79%

WIZARDS AND WARRIORS
Quite a jolly platform game, but unfortunately games like this are ten-a-penny.
OVERALL:78%

WWF SUPERSTARS
Great graphics and loads of moves but the tournament is far too easy to win. If you have a second player it's a great link-up game.
OVERALL:85%

YOSHI'S COOKIES
NEW
By using Mario to sell this new puzzle game, Nintendo obviously hoped we'd overlook the bland taste of Yoshi's Cookies. Good, but hardly outstanding.
OVERALL:75%

ZELDA - LINK'S AWAKENING
SEAL OF QUALITY
Phenomenal RPG at a giveawy price. Totally and completely essential.
OVERALL: 94%

Speedy Gonzales
SUNSOFT™
THE WORLD'S FASTEST MOUSE ON
Nintendo GAME BOY
2 megs on Game Boy! Arriba Arriba Andale Andale-it's fast!
LIVES : 02 SCORE : 001100 TIME : 71
LIVES : 01 SCORE : 001450 TIME : 94
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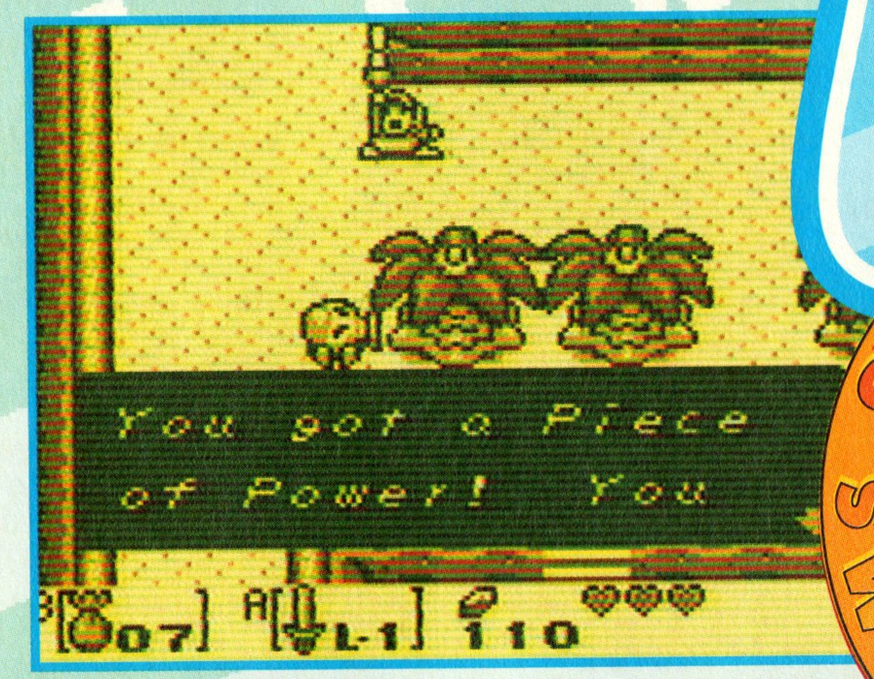
ZELDA: LINK'S AWAKENING

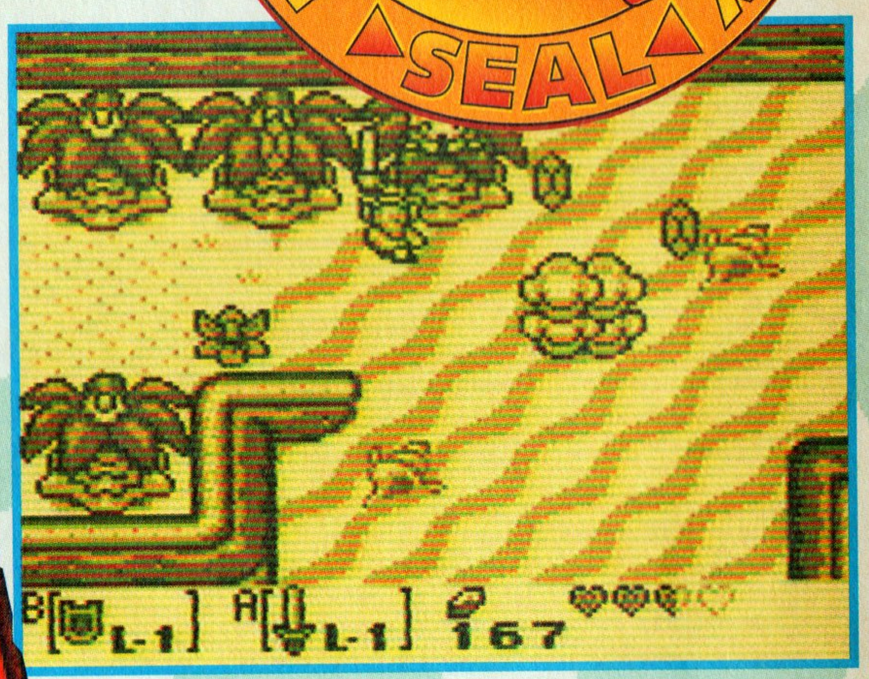
BY:NINTENDO PRICE:£29.99
REVIEWED:SEPT - 94% PLAYERS:1

Link finally appears on the Game Boy, and his monochromatic adventure is every bit as good as the Super NES game. Recovering after his boat was sunk, Link has awakened to find himself being tended by a woman who introduces herself as Marin. As the plot unfolds, Link discovers that he is on the island of Koholint which is experiencing some real odd goings-on. Ever the hero, Link sets off to discover what evil is at work - and, in the process, encounters even more blood-sucking nasties, puzzles and useful objects. In addition to the customary overhead view, Link's Awakening also uses the sideways-scrolling scene of the NES games, adding even more variety tot he action. Basically, Link's Awakening is the best Game Boy game hit the machine in ages. It's got depth, it's got fantastic graphics, and the gameplay incorporates a number of styles to keep it fresh and surprising. If you have a Game Boy - you have got to get yourself a copy of this.

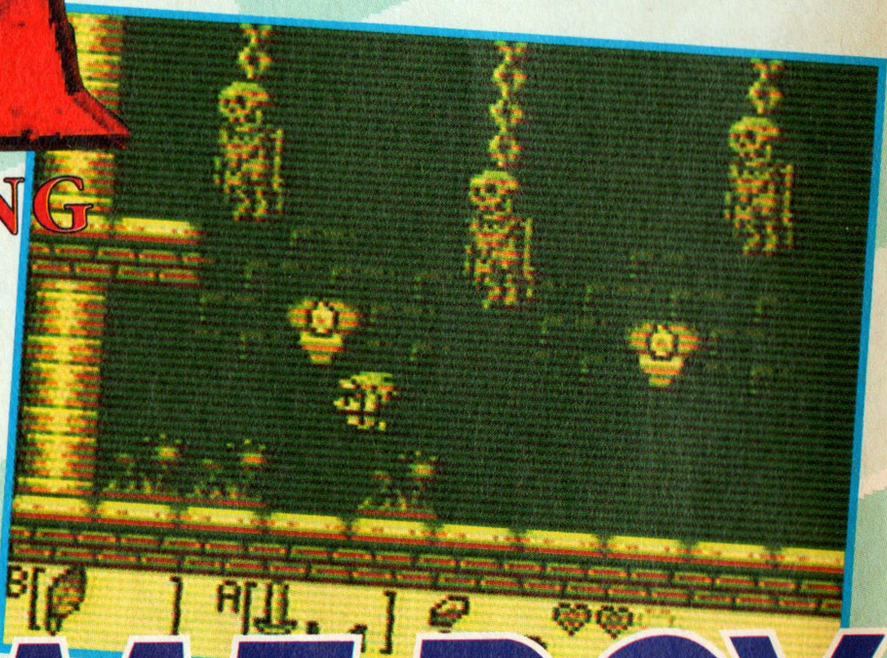
▲ If you were wondering why the Zelda review's captions weren't funny, it's because Paul got all moody when Andy and Steve messed about...

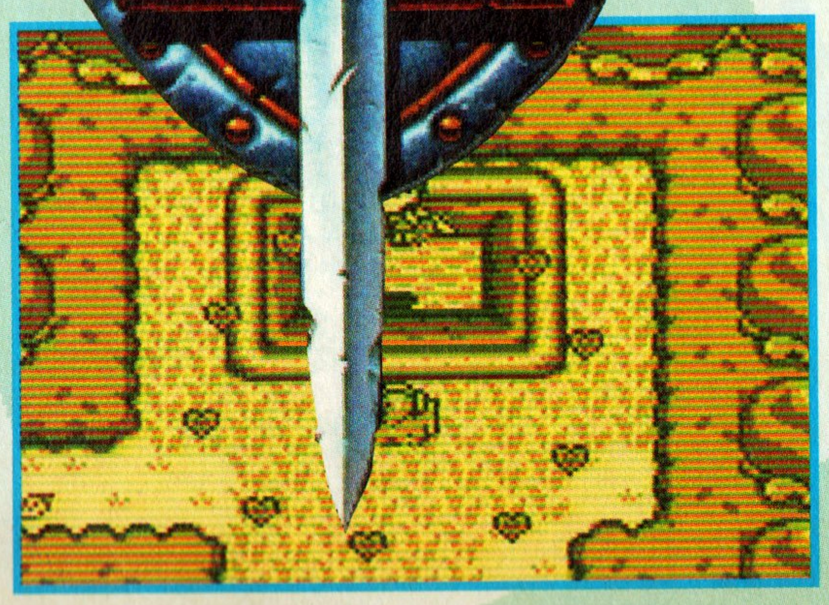


▼ ... Honestly, he gets really possessive about games sometimes. It's not healthy. He should get out more if you ask us.



▲ I honestly can't think of anything to write here, so I think I'll tell you what my favourite sweets are: Tutti Fruities and Jelly Tots. Do you like them, too?





ZELDA

LINK'S AWAKENING

GAME BOY

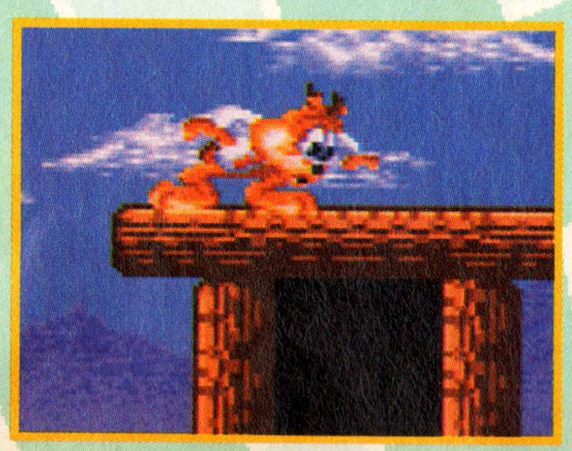
NMS SEAL OF QUALITY SEAL

SNES

BUBSY THE BOBCAT

BY:ACCOLADE PRICE:£TBA REVIEWED:JULY - 79% PLAYERS:1

After more hype than a game character could ever live up to, Bubsy finally makes it to your local stockist - and he's not the mega-star Accolade would have us believe. From the outset, it seems obvious that Accolade had hoped Bubsy would be a rival to both Sonic and Mario as he starred in his hilariously-animated and extremely fast-moving platformer. However, thanks to the frustrating nature of the game, any potential the character had has been severely wasted. When you consider that Accolade wanted a speedy game, it's rather annoying when, as soon as any speed is built up by the character, he smashes straight into a nasty which has appeared from nowhere and loses a life instantly. This is such a fundamental problem and one which could easily have been averted - either by the addition of allowing Bubsy to withstand a number of hits or by giving him more offensive capabilities. Or maybe even - gasp! - slowing the game down slightly; after all, what's the point of speed if you can't benefit from it? It's a real pity that Bubsy fails at such a basic level as the character does indeed have some potential and the animation and detail gone into the character is incredible - but the 'hilarious' death scenes soon become tedious as they all appear in a matter of minutes thanks to the aforementioned gripes.



NIGEL MANSELL GP

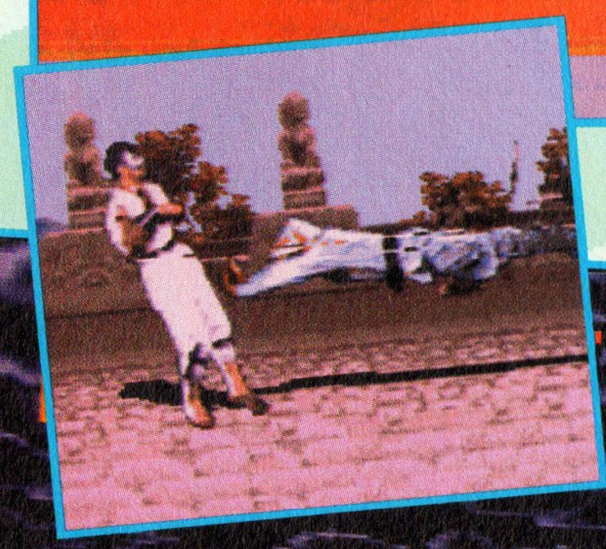
BY:GREMLIN PRICE:£44.95 REVIEWED:JUNE - 87% PLAYERS:1

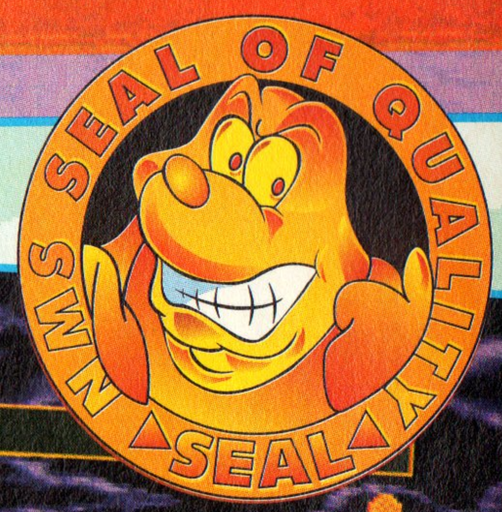
After a few months on import, Nige finally roars into PALdom in Gremlin's smart racer. Whilst Mansell himself keeps hitting walls on the Indy circuit, Gremlin's game is a rather smart Super Monaco GP clone set across some of the world's hardest courses. Although not quite as deep or playable as Seta's Exhaust Heat II, Mansell is a fast enough little racer which proves a little repetitive, but fun nonetheless. There's a lack of variety in the game's tracks and - like watching the racing on the telly - seeing the same old circuits proves boring rather than taxing. Still, fans of Nige and such coin-ops as the aforementioned Monaco and even that ol' crusty, Pole Position, should find more than a modicum of entertainment.

MORTAL KOMBAT

BY: ACCLAIM PRICE: £TBA REVIEWED: AUGUST - 92% PLAYERS: 1 - 2

If any game has soared past Bubsy in terms of hype, it's Mortal Kombat - which is quite surprising when you consider the coin-op was cack. Mortal's main plus point is that real actors (not fakes or nothing) were digitised in action, adding extra realism to the coin-op - oh, and it also ranks as one of the goriest games ever with loads of death and horror in the form of spines being pulled out and people exploding. Except it doesn't. You see, Super NES Mortal has fallen foul of the censorship rules and, as a result, has been sanitised, in so much that all the gore has been removed. This, whilst not effecting the actual gameplay, does spoil the game somewhat and leaves behind a playable but ultimately limited beat 'em up. Turbo it ain't - overrated it is. Still, needless to say, you'll buy it in droves...





MORTAL KOMBAT

BATTLETOADS/ DOUBLE DRAGON

BY: NINTENDO PRICE: £34.99 REVIEWED: SEPT - 82% PLAYERS: 1 - 2

Years ago, when film companies wanted to make a fast buck they'd pair up popular horror or comedy icons for their latest movie 'epic.' For instance, on many an occasion, Frankenstein met Dracula, and Dean Martin and Sammy Davis Jnr met Bing Crosby - and it even went to the extent of pairing up Abbot and Costello against all manner of horror creations! This brings us to Tradewest's combination of their Battletoad and Double Dragon heroes in a large beat 'em up set somewhere in space. The plot is sparse to say the least, but controlling either the Toads or one of the Lee twins one or two-player fight their way across the scrolling levels, encountering bosses and doing them over, too. Although the idea is a little cheesy, Toads/Dragon is a playable little game and well worth a look. Graphically, it's very nice with a good variety in the backdrops and foes, and the many aliens and enemy ideas keeps the action busy. NES owners are recommended to give it a go.

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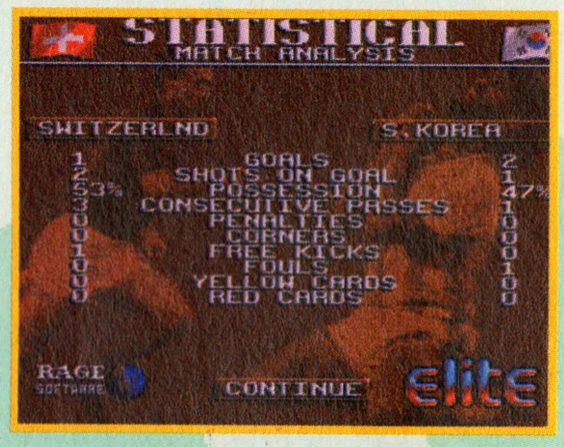
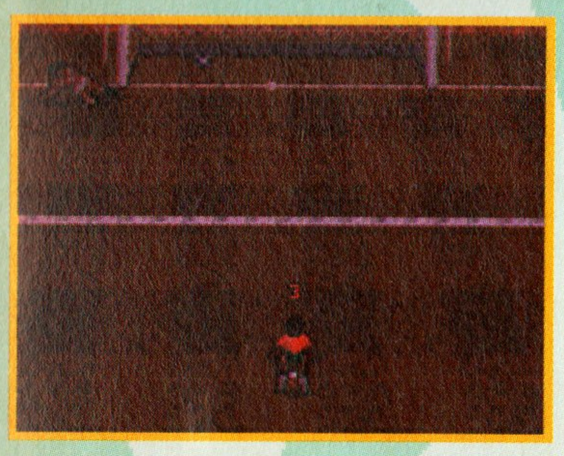
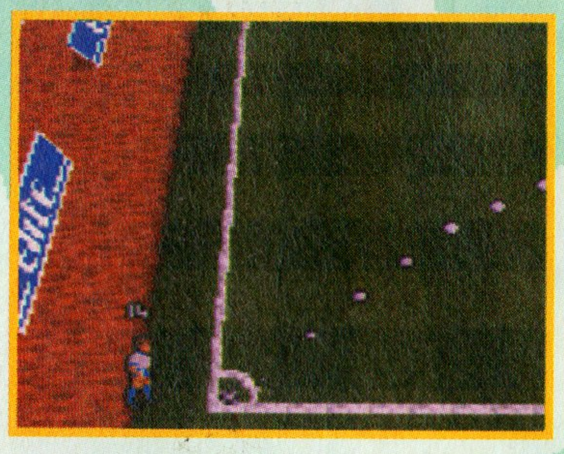
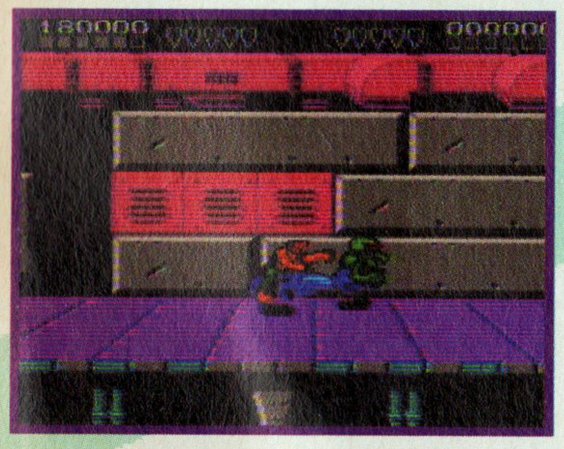




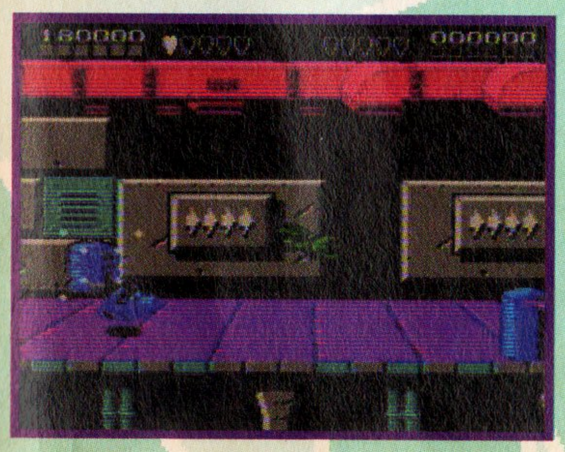
▲ 99... 100! Coming ready or not! Hey, where have they gone?



▲ Aspirins pointing to a corner.



▲ Jimmy's new job as a bouncer suited him down to the ground.

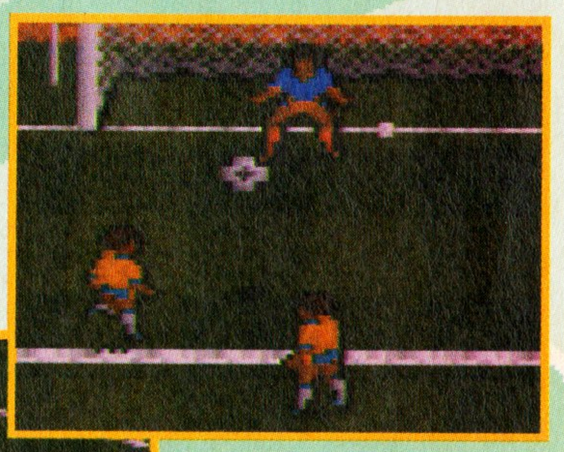


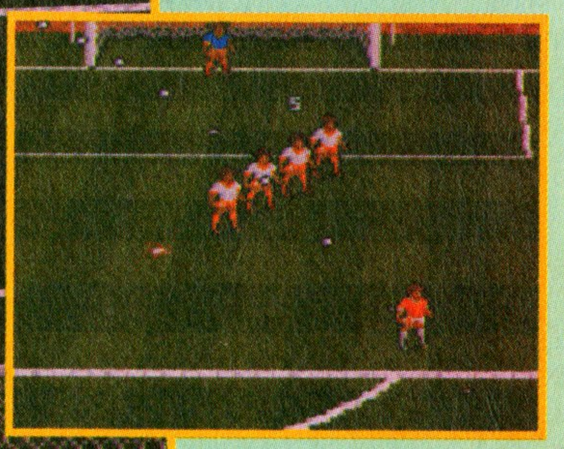
STRIKER

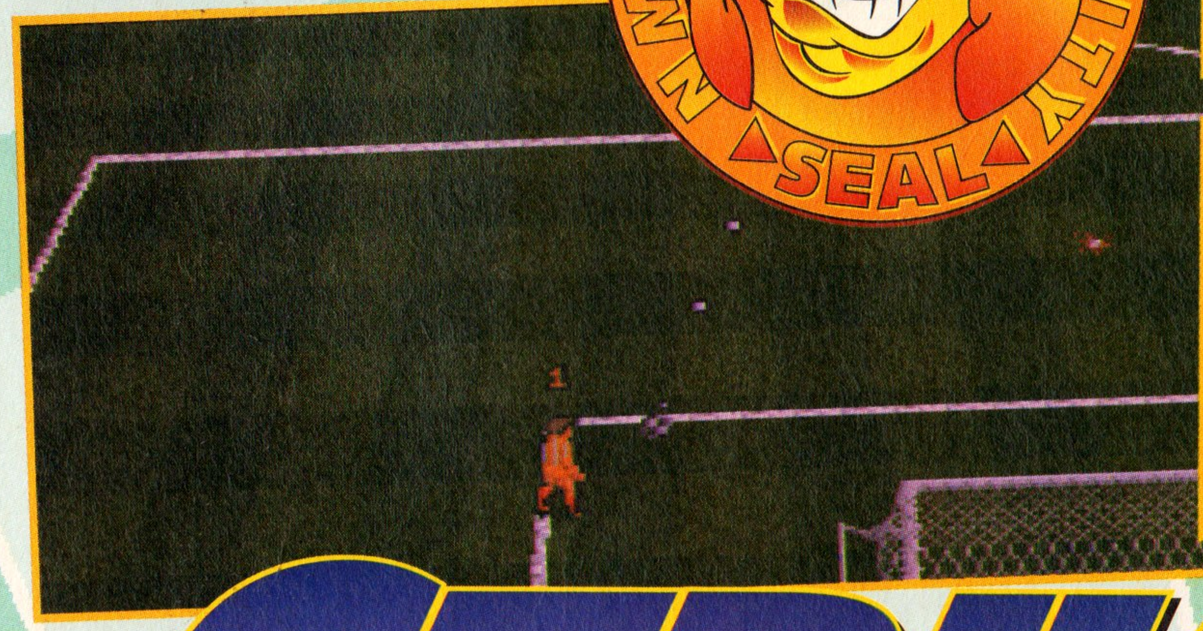
BY: ELITE PRICE: £44.95 REVIEWED: AUGUST - 92% PLAYERS: 1 - 2

With perfect timing, Elite's Striker hits the shelves just as we start to see who's doing what in the football leagues. After mucho disappointment within the footy genre - ie. the worst version of Kick Off ever seen - Elite's game is like a breath of fresh air. It's by no means perfect and scoring goals can be effected via certain methods rather than real skill, but there's plenty of moves and kicks and these should keep most footy fans more than happy. Everything about the game can be altered, from the kit to the playing tactics, and a long-term challenge is guaranteed as the teams available range from the extremely talented Germans to the rank amateurs from the Faroe Islands - or the English. Basically, Striker is the best game out for the Super NES - although Virtual Soccer is about to change this - and it comes wholeheartedly recommended.

NMS SEAL OF QUALITY
SEAL







STRIKER

NEXT MONTH!

We've always been the place to come for news on all the latest events on the Nintendo horizon - but next issue we are going excel ourselves. Continuing our coverage of the Famicom Space World Fair in Tokyo, we reveal more exclusive shots of all the games you'll be playing in a few months. This month's selection was just a handful, and next month we'll have more coverage of all the new Capcom, Konami, Seta, and other stuff than a mere mortal could handle.

We've also got a few surprises lined up on the preview and review front, but these are so top secret we're not going to reveal what they are until next issue. Ummm, what else is there? Oh yeah, it's probably odds-on that we'll be tipping a few games. Er, we may even take a look at some of your letters in Mailbag. Oh, and answer some questions in Q&A.

In fact, the next issue of NMS will have EVERYTHING a Super NES, NES or Game Boy owner could want to know about their machine. The only thing we won't have is Steve Merrett - but then again you can't have everything can you?

The next fantastic issue of NMS will be on sale on September 18th - be there...

A DREAM COME TRUE! -Football management + Superb KICK OFF - Played separately or brilliantly combined to bring the management decision to the pitch in a live action; a feature unique to Player Manager.

REVIEWS

Nintendo Magazine System **89%**
Player Manager is one of the most sophisticated simulations you're going to find anywhere. You'll probably never find one better than this. Hugely playable Kick Off-style action and soccer management mayhem second to none. **HIGHLY RECOMMENDED.**

Computer and Video Games **95%**
Thoroughly addictive piece of software that sucks you in from the word go, and doesn't let you go for a minute. Without a doubt Player Manager is quite simply the best all-round footy game on the market. **BLINDER OF A GAME**.

SNES Force **90%**
Player Manager is the most involved soccer sim I've ever played. Five minutes with the cart and you loose all touch with reality. The most important factor in any game is playability and Player Manager has it by the bucket load. The attention to detail is incredible. Every element of gameplay has been thought through. One of the best simulations I've ever played and a must for serious soccer fans.
IT'S A GODSEND

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